

THE WORLD'S BEST-SELLING AMIGA

AMIGA

308
amazing pages!
World's biggest-ever Amiga magazine

ISSUE 30 ■ JANUARY 1992 ■ £3.95

FORMAT

**TWO COMPLETE
CREATIVE PACKAGES
WORTH £170**

Sequencer One
FULL music package – Worth £89.95!

AMIGA FORMAT




Plus Lemmings
Three new exclusive levels!



Graphics Workshop
FULL paint package – Worth £79.95!

AMIGA FORMAT



HOLOSFT TECHNOLOGIES

PAST

The big changes and the best buys of 1991


PRESENTS

Graphics and music software worth a huge £170 – all yours!

AND FUTURE

What will be big in 1992 – the experts tell all

NO COVERDISKS?
THEN ASK FOR THEM FROM YOUR NEWSAGENT



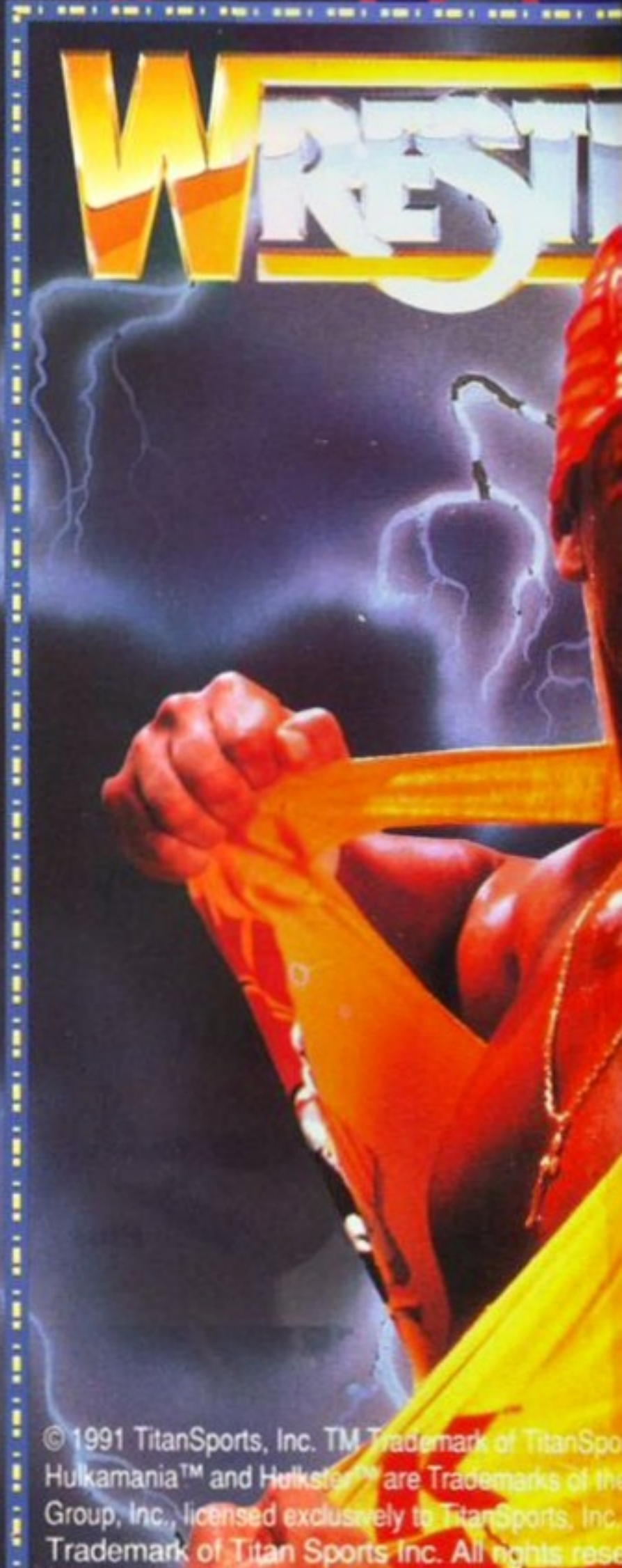
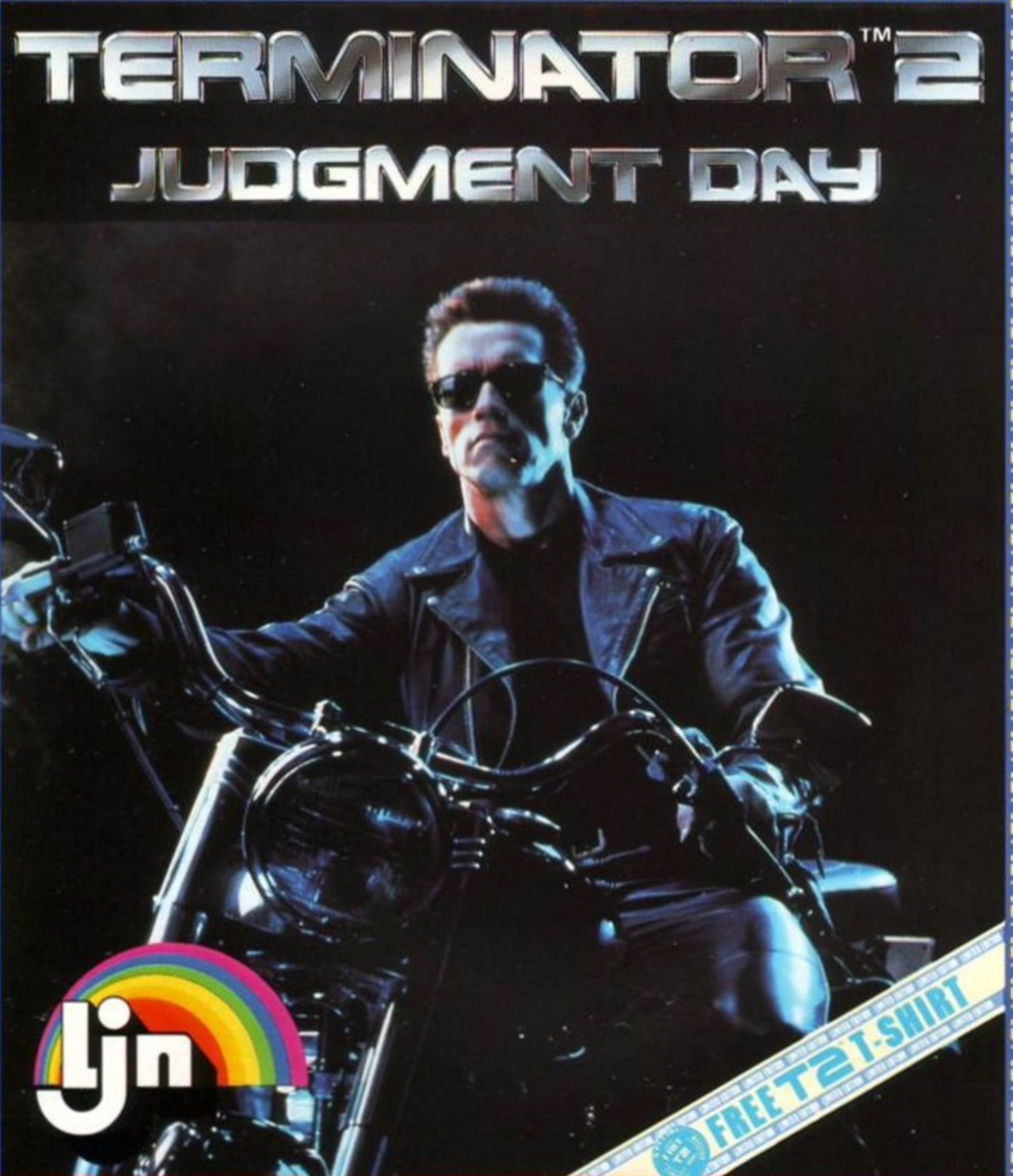
IN OUR BIGGEST EVER ISSUE!

- More pages of game reviews
- More Gamebusters game tips
- More dead useful Workbench

Future
PUBLISHING
Your guarantee of Lemmings



CHECK OUT



YOU ARE T-800

IN THE ACTION PACKED GAME-PLAY OF TERMINATOR 2, THE YEAR'S HIT MOVIE, AS IT EXPLODES ON TO YOUR COMPUTER SCREEN. SPECTACULAR GRAPHICS AND FIERCE ANIMATION THROW YOU HEADLONG INTO THE FURIOUS STORYLINE OF THE BOX OFFICE SMASH....AND A GAME YOU WILL NEVER FORGET.

© 1991 CAROLCO INTERNATIONAL N.V. ALL RIGHTS RESERVED
LJN® IS A REGISTERED TRADEMARK OF LJN LTD. ALL RIGHTS RESERVED

WATCHA GONNA
LARGEST ARMS IN THE
RUN WILLY



THE ACTION

WRESTLING MANIA™



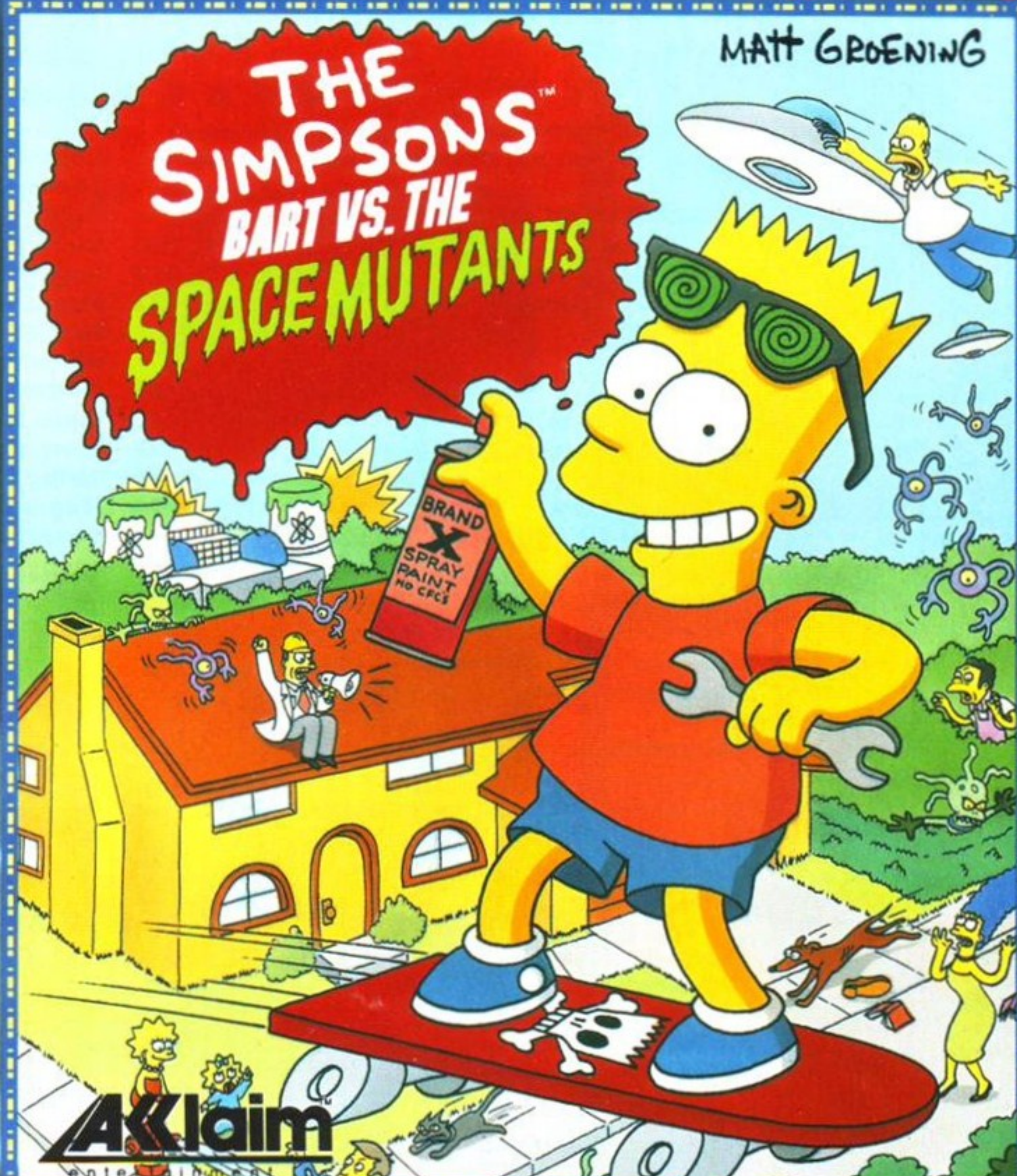
WF™

Hulk Hogan™
Entertainment
is Reserved.



DO WHEN THE
WORLD AND HULKAMANIA
IN YOU!?

Acclaim™



Hello fellow humans!

Bartholomew J. Simpson here, with a very important secret:
SPACE MUTANTS ARE INVADING SPRINGFIELD

That's right man! A buncha slimy, horrible, totally gross and putrid monsters are taking over the bodies of the people who live here and they wanna build a weapon that's gonna take over the entire planet!

Anyway, yours truly is the only one who can see 'em! I've gotta spray-paint things, get radical on my skateboard, use my trusty slingshot, and in general behave like a nuisance, man. So if your decent person a patriot, and somebody who cares about this sorry planet, you'll do the right thing.

SPECTRUM • AMSTRAD • COMMODORE • ATARI ST •
AMIGA • IBM PC & COMPATIBLES

EDITORIAL DEPARTMENT

EDITOR Damien Noonan
Features, news and non-games reviews contact

SCREENPLAY EDITOR Trenton Webb
Games and entertainment software reviews

TECHNICAL EDITOR Pat McDonald
Workbench, Coverdisk and technical enquiries

STAFF WRITER Maff Evans
Gamebusters and games enquiries

PRODUCTION EDITOR Gary Lord
Editorial/freelance copy contact

EDITORIAL ASSISTANT Clare Hodgson
Competition enquiries, general queries

ART DEPARTMENT

ART EDITOR Marcus Dyson
Design, photography and related matters

DESIGNER Frank Bartucca
Making the pages look good!

ADVERTISING DEPARTMENT

ADVERTISING MANAGER Jonathan Bint

GAMES SALES MGR Simon Whitcombe

SENIOR SALES EXEC Duncan Ferguson

SENIOR SALES EXEC Tim Partridge

COOKIN' CREW

ADVERTISER PROBLEMS Katrina Windows
Your contact if you have problems with an ad

ADVERTISING PRODUCTION Nicola Lucas
Typesetting, ad layout, ad deadlines, ad film

PROMOTIONS MANAGER Michele Harris
Mail order manager

CIRCULATION Sue Hartley/Annie Gronow
Trade distribution and availability problems

PUBLISHER Greg Ingham
Send this man letters saying how good we are!

Amiga Format

30 Monmouth street
Bath, AVON, BA1 2BW
Telephone 0225 442244
Facsimile 0225 446019

SUBSCRIPTIONS DEPARTMENT

If you read Amiga Format every month, why not make sure of your copy by getting it delivered straight to your door?
See Page 238 of this issue for details!

MAIL ORDER DEPARTMENT

Take advantage of our mail order bargains.
See the Special Offers details on Page 232!

BACK ISSUES

Turn to Page 238 to find out how to get 'em!

Amiga Format

Subs, Back Issues, Mail Order
The Old Barn, Somerton,
SOMERSET, TA11 7PY
Telephone 0458 74011
Facsimile 0225 446019

© 1991
future
PUBLISHING

We cannot accept liability for any mistakes or misprints. No part of this magazine may be reproduced in any form without our permission.

Quote of the month:

"Christmas? Bah! Humbug!"

Member of the Audit Bureau of Circulations.

Registered Circulation
ABC 115,158
Jan - June 1991

Contents

- News** 13
All the latest on the Amiga scene, including a special report on the World of Commodore show...
- Coming Attractions** 64
Previews of everything that's new on the games scene, featuring Epic, Abandoned Places and Turbocharge...

Screenplay

The monthly games review section that's better than a games-only mag: and this month it's bigger than ever...

FORMAT GOLDS

- Populous 2** 80
- MicroProse Golf** 122
- Formula 1 Grand Prix** 132

REVIEWS

- Amnios** 84
- Deathbringer** 87
- Under Pressure** 88
- Final Blow** 90
- Birds of Prey** 94
- Devious Designs** 98

Screenplay 'Outro'

147
Reviews of Titanic Blinky, Fort Apache, Wild Wheels and Baby Jo as well as latest budget releases and compilations PLUS the month's top-selling UK games AND the Chart of the Year

Gamebusters

165
Stuck on Level Two? Beaten by the end-of-level boss? We can help! This month, Mega-lo-Mania gets big...

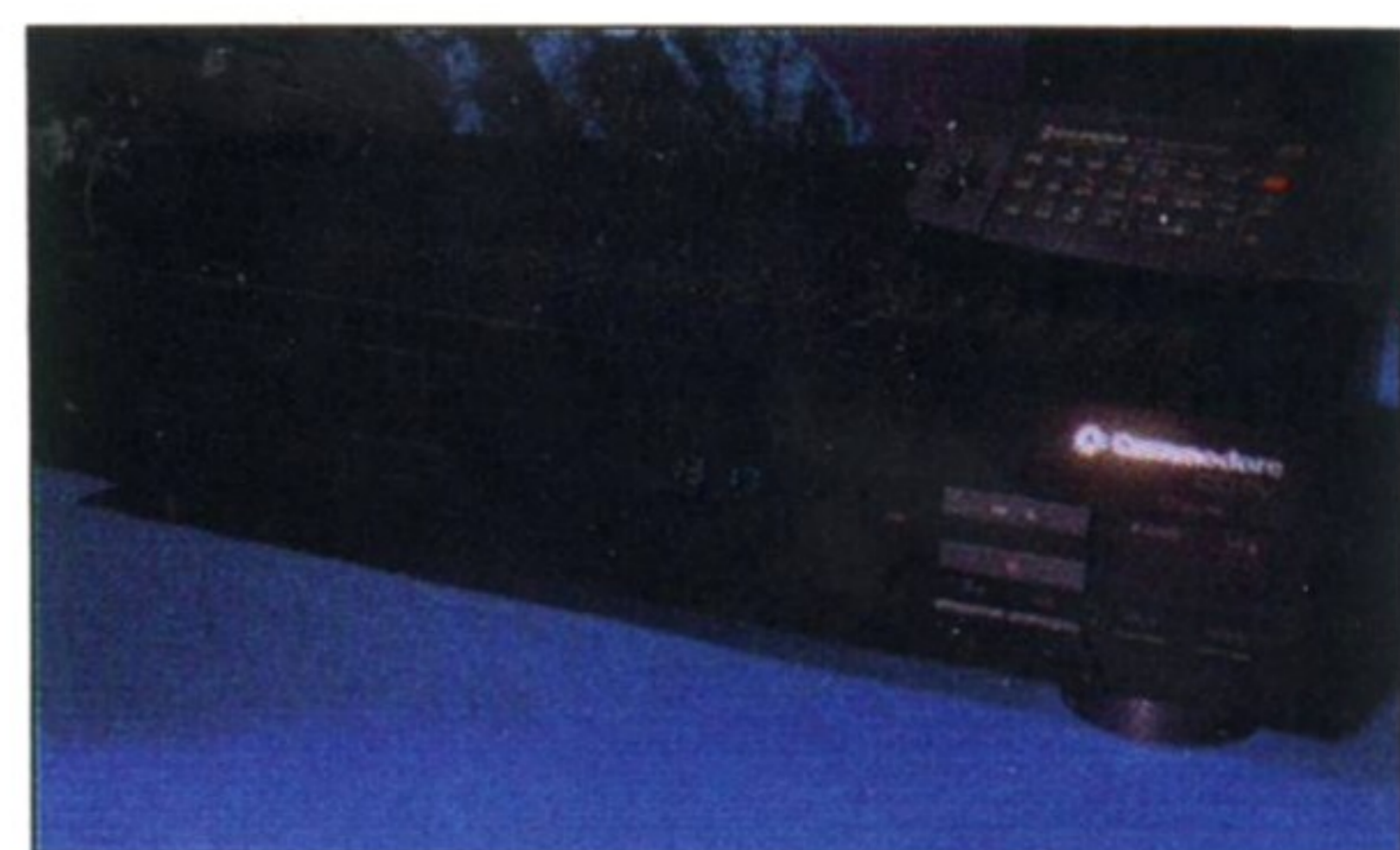
Reviews

Every month, we bring you the best reviews of the most up-to-date releases in all things serious, hardware or software

- | | |
|--|---|
| HAM-E Spectracolor 182
Paint and animation now in millions of colours! | ALF-3 hard drive controller 196
A different approach to hard drive technology |
| Genesis 186
The latest way to create pretty fractal landscapes | Trojan Light Pen 198
Just look at this for a new mouse alternative! |
| ProWrite 3.2 189
Does this updated word publisher cut the mustard? | FontGrabber 200
Create your own fonts with this original program |
| Home Accounts 2 191
Trouble with money? Let Digita sort your account | Directory Opus 203
The power of the CLI is put at your control |
| GB Route Plus 192
Fun and information with the top route planner | Fun School 4 205
The latest edition of the top educational series |
| Trilogic A500 hard drive 195
A new contender for high-value mass storage space | Magic Storybook 211
A fascinating new way of looking at education |

Regulars

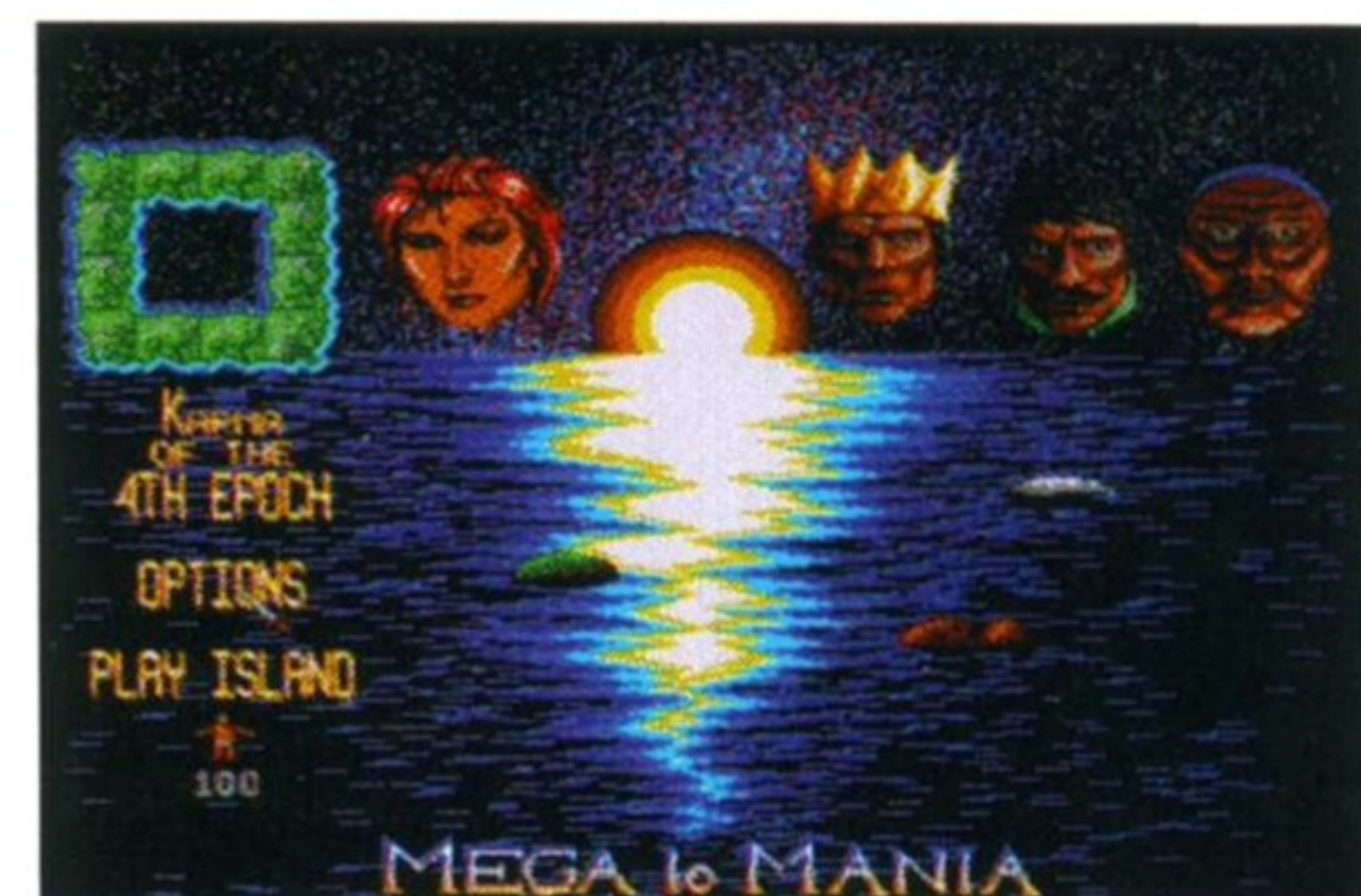
- PD Update** 245
The best of the latest in nearly-free software: PLUS this month, the best PD games, utilities and demos of 1991
- Workbench** 279
A very special edition of the top techie advice section picks out and answers ALL the most common Amiga queries!
- Letters** 297
Join the fun in the world's biggest forum for Amiga fans!
- Special Offers** 232
We pick out the best software and offer it at bargain prices
- Subscriptions** 238
Make it easy on yourself: get your mag delivered!



In NEWS

It's make or break time for the CDTV, but the signs are good with a price drop and an exciting new development giving more colour than ever before...

- | | |
|------------------------------|-----|
| Captain Planet | 101 |
| Shadow Sorcerer | 102 |
| Celtic Legends | 104 |
| Robo Zone | 109 |
| Rugby - the World Cup | 110 |
| Supaplex | 114 |
| Necronom | 117 |
| 4D Sports Boxing | 119 |
| Fuzball | 126 |
| Cisco Heat | 129 |
| Lord of the Rings | 130 |
| Strike Fleet | 136 |
| Hagar the Horrible | 139 |
| Covert Action | 140 |



In GAMEBUSTERS

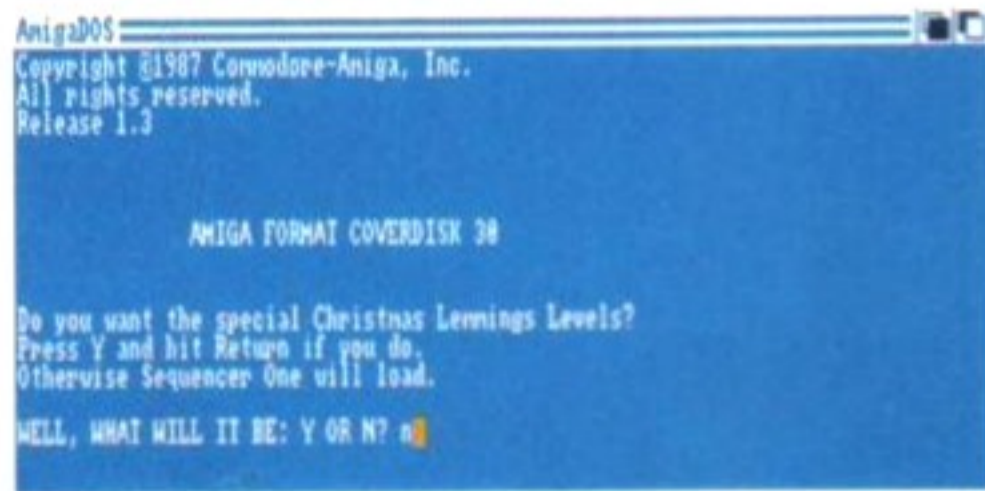
Mega-lo-Mania is an enormous and challenging game: but if you're beginning to get stuck, all you need to do is consult our fabulous player's guide.



In PD UPDATE

Find out what we've named as the top PD game of the year, as well as the best 10 utilities and the top 20 demos...

GETTING STARTED



The only program that will not run straight from the Coverdisk is *Graphics Workshop*. For all the other programs, simply turn on your Amiga, pop the disk in the drive, and wait. *Stereo Master* on Coverdisk 30a, will load immediately and should work on all Amigas.

For 30b (*Lemmings* and *Sequencer One*), turn on your computer and put the disk in. It will ask you which program you want to play; press Y and Return for *Lemmings*; or N and return for *Sequencer One*.

For *GFX Workshop*, if you have more than one disk drive, and only 1Mb of memory, disconnect or turn off the extra drives (this saves memory). Next, turn your machine on and load Workbench. Finally, take out Workbench and insert Coverdisk 30a. Double click on its icon with the left mouse button, and again on the *GFX Workshop* icon. A couple of notes on memory. *Lemmings* and *GFX Workshop* need 1Mb or more of memory. The *Stereo Master* demo though, should work fine on 0.5Mb machines. *Sequencer One* will work on 0.5Mb systems, but the only example song that you can load is Hip-Hop-Beat.

Coverdisk

Follow these instructions to guide you through this month's disks. Also check out the tutorials in the Sound and Vision Supplement.

Sequencer One

Gajits ■ PAL/NTSC

So you want to be a MIDI musician? This program is a fully-fledged MIDI sequencer, and can also sequence Amiga sound samples. It's a very versatile program, but before you rush to your computer to have a look at it, bear the following in mind.

For one thing, you can only use MIDI if you have a MIDI interface plugged into the serial port of your Amiga, and a MIDI instrument or two connected to the interface. It has proved troublesome to include these with the issue – we did try a couple but they kept falling off the newsagent's shelves.

Anyway, once you have it loaded, it will display a box explaining in technical terms how the Sequencer uses memory. Just click on OK with the left mouse button. After that, a flannel panel will display information about the origins of the program. Click on More to read on, or anywhere else inside the box to move on. The best thing to do next is to load an example song. Keep the right mouse button pressed, and move the mouse pointer to the top of the screen (it should say 'Files'). A menu will drop down – move the mouse pointer down until the words 'Load Song' are highlighted. You can let go of the mouse button now.

A requester box will now appear (a panel that asks you to answer a question). After a few moments the contents of the disk will be displayed – click with the left mouse button on the songs drawer. Click again on the words 'A-Hip-Hop', and then on OK. The song should load. Click on the 'Play' button to listen to it, and then have a good read of the instructions included with the free supplement, written by music maestro Maff Evans.

Stereo Master

Microdeal ■ PAL only

This is a demo! It does have most of the features of the full-priced sample editor, but it cannot load or save sound samples. Instead, it has a sound sample built in, so you can play and experiment with it. Once loaded, it will display this sample in the upper area of the screen. To play it, just click on the play button with the mouse. The play button is not labelled as such. It's located towards the middle of the screen, along with fast forward and reverse – just like a tape recorder.

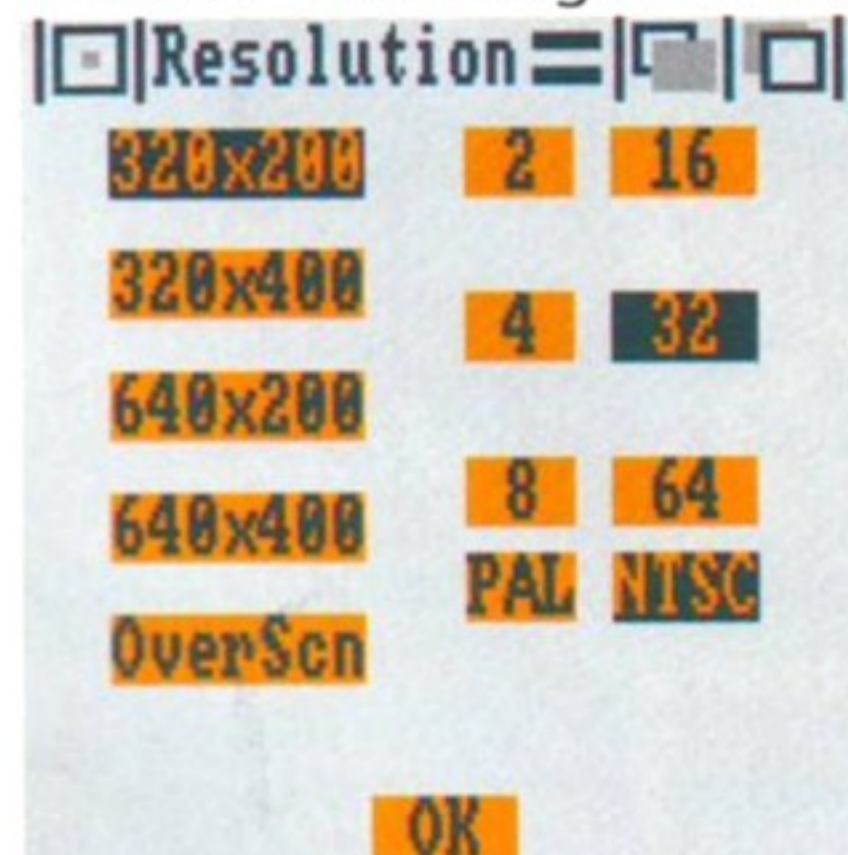
The best way to find out how to use the program is experimentation. Most of the features will put up a requester box, explaining the function and asking you if you want to continue.

There are also some menu options as well: to access these, keep the right mouse button pressed and move the mouse pointer to the top of the screen, then down over the relevant menu. We hope you enjoy the demo, and do watch out for a full review in a future issue.



Graphics Workshop

Holosoft Technologies ■ PAL/NTSC



The first thing it does after you have loaded the program is ask you which resolution you want to use for your pictures. Note that the program defaults to NTSC resolution (200 or 400 vertical lines) as opposed to PAL (256 or 512 vertical lines). Just click on the PAL button with the mouse to get the higher resolution.

After that little task is out of the way, the program will load (eventually – it's quite big). The best way to find out how to use it is to mess about with the controls until you understand them.

If you need a more in-depth briefing on this complete graphics package, then simply turn to the Sound and Vision Supplement (Page 21) that's free with this issue of *Amiga Format*, for the full instructions, as written by Damien Noonan the Editor. Don't be surprised if it takes a while to pick up the basics – but once you get the hang of it you'll be amazed at the visions you can create.

This simple box appearing will appear on your Workbench screen – it's to select the resolution of your pictures, and how many colours they'll have. The more colours and resolution the picture uses, the more memory it will take up.

Real Things, Coverdisk 29

There was a certain amount of confusion over the *Real Things Shark* animbrush on last issue's Coverdisk, which we'd just like to clear up. First of all, the warning on the Coverdisk pages that the *Real Things* demo was not on the disk was untrue. Due to disk production difficulties, we believed at the time the page went to press the animbrush would have to be omitted. We later managed to re-master the disk to include it.

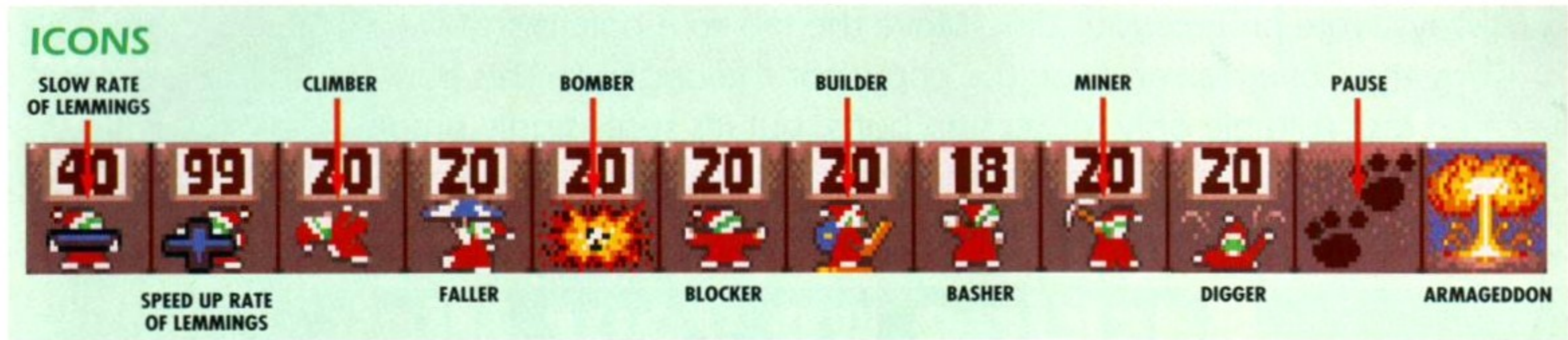
Furthermore, we used the wrong animbrush on the disk; it was not the one RGB Studios supplied for the purpose. And our hints for its use – printed at the bottom of Page 25 – were not those provided by RGB Studios. These have, we understand, misled people trying to use the sample on disk, and we apologise for any confusion.

RGB Studios would like to point out that, like all *Real Things* products, *Sea Life* is constructed in a progressive fashion which increases your knowledge of Amiga animation as you proceed through

Yes the legend of Lemmings lives on! And to celebrate the fact Psygnosis have released over 100 brand new levels for the game. And because it's Christmas, those wonderful people at DMA Designs have written a special Christmas playable demo for all the readers of *Amiga Format*! Plus four previously unseen levels!

Xmas Lemmings

DMA/Psygnosis ■ PAL/NTSC



In case you've never heard of this frustratingly fun game (which planet have you been on?) Lemmings is controlled entirely with the mouse.

You use the left mouse button almost exclusively, so just leave the right button alone unless the game tells you to use it for something specific. Don't worry though, because this only happens in-between playing different levels.

The idea is simple enough – you have to guide all the Lemmings (from wherever they start off their on-screen journey) towards home. The homes, though, are always on the opposite side of the screen. It can be quite tricky to negotiate all of the obstacles because you have a minimum number of lemmings to save on each level. If you don't save enough of them, then you have to play the level again. Oh no!

Once Lemmings has finished loading it will display an option screen. You can't do much from here except Quit (highly unlikely) or choose one player to get on with the game. As you finish the levels, access codes will be displayed – do write them down – so that it's easy to get at the later levels. Well, it's easy enough to get at them, but just downright fiendish to try and complete them.

Another screen will pop up, showing a map of the level, to give you some idea of what you've got to do. It also tells you what percentage of lemmings that

you need to save, and how many of them you get to play with. It also tells you how much time you have left. Simply click on the left mouse button to continue (the game will then pause because it needs to load more data from the disk).

The theory of playing Lemmings is simplicity in itself. At the bottom left of the screen are several icons, each one depicts a lemming doing a different task. Above these icons are numbers, these show you how many times that you can use that particular icon. Just click on an it, and then on a lemming and they'll start doing that job.

The icons at the far left are for controlling the flow of Lemmings – the minus symbol slows down the rate, while the plus icon will speed them up (useful when you're running low on time and some of the lemmings are not even on the screen yet).

Following on from those, the tasks that lemmings can perform are: Climbers, these little devils can climb up and down sheer drops, but unfortunately they can't deal with overhangs; Fallers can fall any distance; Bombers, will self destruct in five seconds (handy for getting rid of Blockers); Blockers stop other lemmings from going past; Builders build bridges with 12 sections (they clang when they're about to finish); Bashers knock horizontal holes through obstacles; Miners dig diagonal holes; and Diggers, this lot scoop vertical holes out.

The paw prints icon is for pausing the game, and the nuclear mushroom cloud will turn all the lemmings that are left into Bombers – a very spectacular way to end a hopeless game. To the right of the icons is a map, which will scroll the main screen if you click on it. A faster way to move around the level is to move the mouse pointer to the left or right screen edges, and then press the right button.

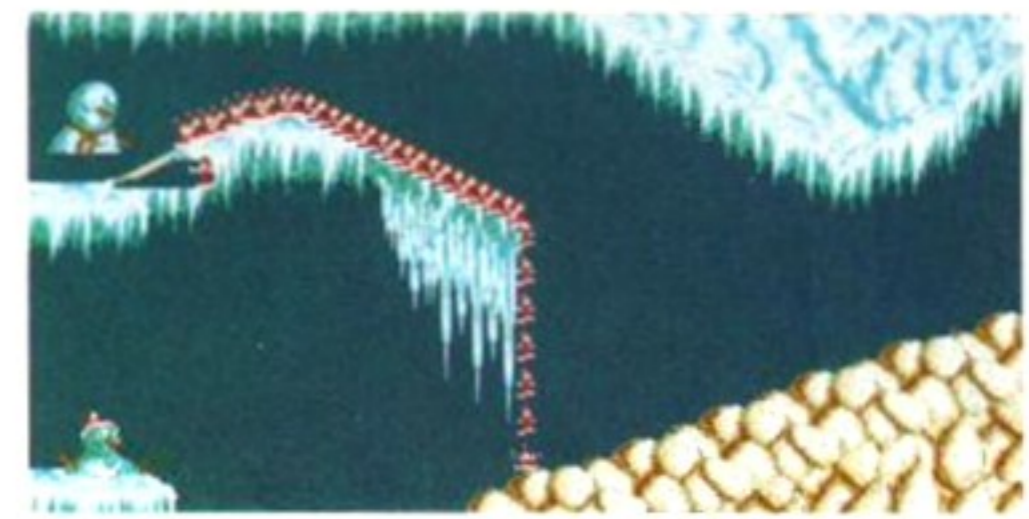
Easy in practice? Don't you believe it! The secret of Lemmings is knowing when and where to activate them. If they are left to their own devices all they will do is just wander about, bouncing off objects and falling down holes. These guys have no idea of self preservation at all.

There are several types of natural hazard in the game. The most common one is simply falling off the bottom of the screen. Next there's falling too far (lemmings can fall short distances without injury, but there is a limit). Next are the traps, nasty moving objects which can squash lemmings flat. It's a tough life.

Finally, to all those of you who really do like to be first at sending in access codes – don't bother with the demo ones. No prizes will be awarded, because we've already got them!



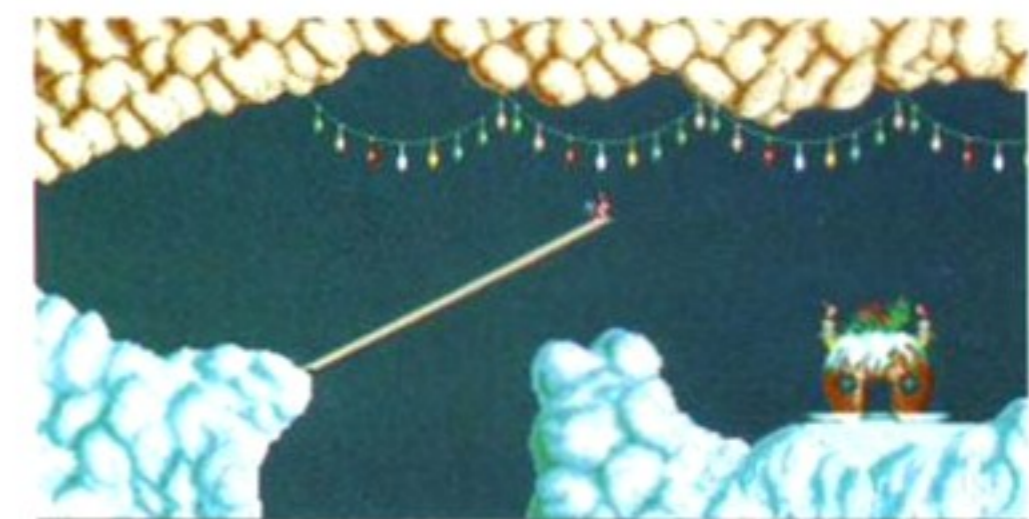
Just click on the one player icon to get started. You can click on the level icon when you know some of the access codes, to start straight away on the later levels.



This is an all-too-common sight in lemmings: a hole has been knocked through an obstacle, but there's a gap at the bottom, so a stream of lemmings plunge to their doom! Use a vertical Digger at this stage, and change him to a Miner, so that a ledge is left for other lemmings to fall on to.



Watch out for anything that moves – the chances are they'll prove fatal to any lemming that gets in their way.



Two things on bridge building: first, don't start the bridge too high or low; second, listen for the Builder clanging, this means they are running out of bricks so click again.

the package. The Leopard Shark animbrush we gave you is the most complex in the package, and is intentionally only partly-finished so that you can fine-tune it yourself. The animbrush we should have used is the Reef Shark from the early stages of the *Sea Life* product and is simpler to use, as well as taking up less memory.

Please do not be put off Real Things by our mistakes. The series as a whole is simple-to-use and makes an excellent animation tool at all stages of proficiency, from beginner to advanced user.

To help us make up for the confusion, RGB Studios have agreed to make an attractive offer. All those who were at the World of Commodore Show will remember seeing the Reef Shark 'movie' on the Real Things stand. This is what you could have produced if our last issue had come out right and is just a tiny part of the potential of Real Things *Sea Life*. Here is the offer: you can get Real Things *Sea Life* complete (two disks) at the World of Commodore Show price of £26 (normally £29.95) by writing to: RGB Studios, The Gables, Buxted, East Sussex TN 22 4PP or phoning 082-581 2666 before December 31 1991.

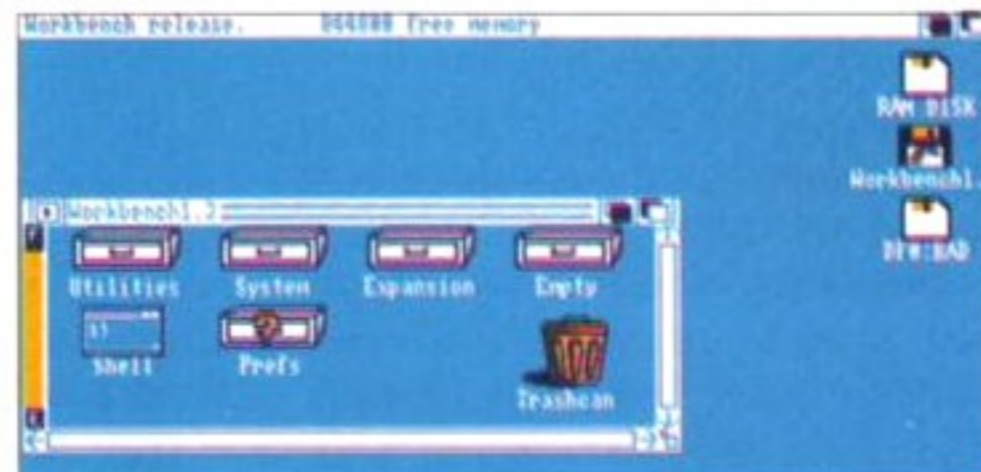
Using Your Coverdisk

1. Always write-protect your disk. Move the tab so a hole is showing.
2. Copy the Coverdisk and use the copy, not the original. This may sound like a complicated task suitable only for techno buffs, but it's surprisingly simple to do, just follow the simple instructions for copying the disk which are given below.
3. Read the instructions when using the programs.

Backing up your Disk

There are two ways of making a copy of your disks, and this is the easy one. Don't be daunted by the fact that you need to use the Shell or CLI: it's actually a lot easier than you might think.

Just follow these simple steps...

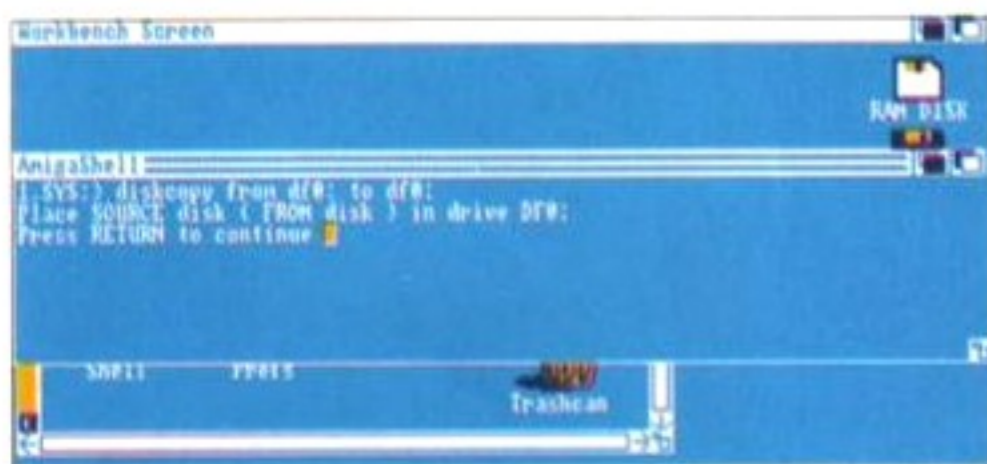


1 Load your Workbench disk. Open the disk, find the icon that says Shell or CLI and double-click on it.

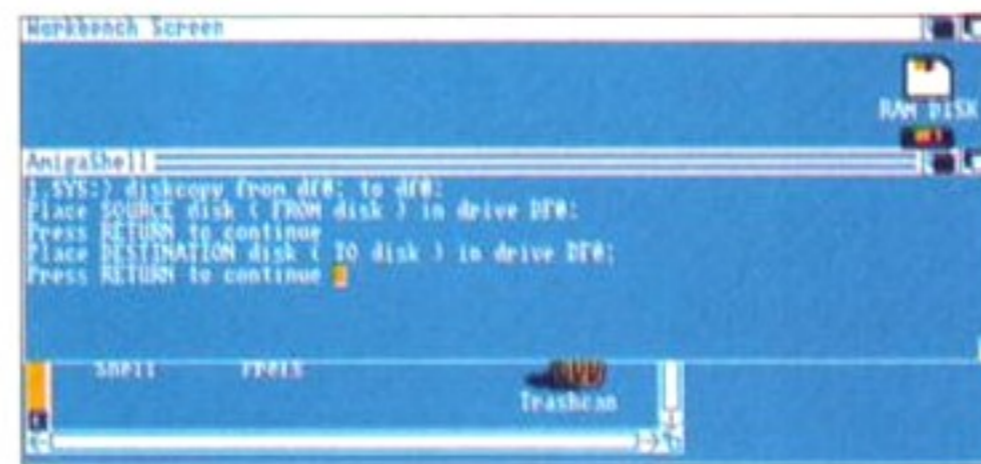


2 When the Shell window appears and the drive light is out, type in:

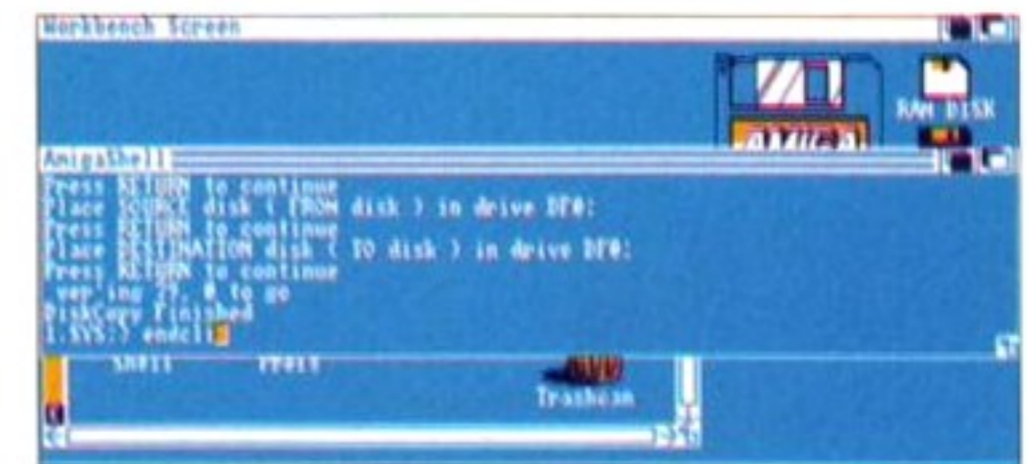
Diskcopy from DF0: to DF0:
and press the Return key.



3. The Amiga will now ask you to insert the 'source' disk. It means the disk you want to copy, so put the Coverdisk in the drive and press the Return key.



4. Wait for a while and it will read all the information off the Coverdisk, telling you how far it has got. Then it will ask you to insert the "Destination" disk. Put the disk you want to copy your Coverdisk onto in the drive and press the Return key. Note that the disk does not need to be formatted already.



5. Put the source disk and destination disk in a couple more times when the Amiga asks for them. When it says "Diskcopy Finished" just type in:

endcli
to get out of the Shell or CLI. You may have to put the Workbench disk in again. Now your copy is ready!

DISK PROBLEMS?

If you have a problem with the disk – and you're sure the disk is in full working order – then you may need a little help. If you ring us on any Tuesday, and ask to speak to Pat McDonald, he will do his best to help you. Please understand, giving this sort of advice is time-consuming and we are very busy people, so only call if you really have to and do be considerate if we can't talk to you just then. If the problem is particularly complex it is better to send it to us in written detail. It will then be dealt with in the Workbench pages of the magazine.

BE CAREFUL!

We have done our best to check that the programs on the Amiga Format Coverdisk are simple to use and have no known viruses. We cannot usually answer complex telephone queries on the software (see the Disk Problems? box) and we do not accept liability for any consequences of using the numerous programs that are on the disk.

COPYRIGHT

Unless it is specifically stated, the programs on the Coverdisk are not in the public domain and the copyright remains with the author of the program.

Because some of the programs on the coverdisk are not PD, selling or distributing them without the author's specific permission is against the laws of copyright.

Disk not working?

We duplicate over 160,000 disks every month. Out of all those, obviously a few will be faulty. If the disk or any of the programs will not load or run properly, there may be a problem. Don't panic!

First try using the DiskDoctor utility on your Workbench disk to rescue it before sending it off for a replacement. In-full details of DiskDoctor can be found in the user's manual that came with your machine.

However, if your Coverdisk is faulty, you should send it back INCLUDING AN SAE for a free replacement within a month of the cover date to:

Amiga Format December Disk
Disk Copy Labs
Unit A, Westmarch
London Road
Daventry
Northants
NN11 4SA

Remember to include that stamped, addressed envelope!



EXODUS 3010: An action packed space adventure game that will take your computer to its limits.

Demonware Takes You Beyond The Final Frontier.

EXODUS 3010

The new space exploration game from Demonware places YOU in charge of a Galactic cruiser containing the last survivors from Earth's now destroyed civilisation. Have you the strength, ingenuity and courage needed to find a new home? You will have to complete over 60 missions plus many more tasks using all the resources and technology available to you.

How will you handle alien lifeforms? Some may be superior in technology and intelligence - all will be different. Shoot first or try and negotiate? The on-board communication system will give you full control whatever your decisions.

With 50 highly trained and cryogenically frozen pilots under your command you will have some help. Each pilot's personality can be specifically tailored to give him or her a unique behavioural pattern. Who reacts best under pressure, who has the intelligence to solve problems themselves, who can handle sophisticated equipment? With more than 1 billion variations, it may take some time to find out!



Control up to 10 scoutships and other space craft. You can either plan your tactics and use the strategy display or take the controls of any ship and get stuck into the action. With fast and smooth 3-D vector graphics, you'll believe you really are there!

While you're busy fighting, don't forget to look after the rest of the systems on your ship! You'll need to find new materials to replenish your stocks, and with a bit of help from the laboratories you might even manage to produce a new photon drive, laser or computer. You'll certainly need to master the art of manufacture if you want to build new ships and equipment.

If this all sounds a bit too complicated, don't worry, the easy to use point n click system lets you get straight in, and you can always leave the difficult bits up to the computer! But to ultimately succeed you will need a courage, skill, stamina and smart thinking.

EXODUS 3010 is available for your AMIGA priced at £29.99. Available from all good software sellers or direct below:

DEMONWARE - The power of the 90's.

Exclusive marketing and distribution by DMI.
Unit 3, Poyle 14,
Newlands Drive, Colnbrook,
Berkshire SL3 0DX.

Telephone: 0753 686000. Fax: 0753 680343.

Screens shown are from Amiga version. Actual game graphics may vary. Please check availability before purchase.

TO ORDER: Send this form with payment to the address opposite. Alternatively phone with credit card details.



AMIGA VERSION
Please send me EXODUS 3010 at £29.99 (incl. P&P)

Expiry Date _____ Card No. _____



Cheque made payable to DMI Ltd.
Please debit my credit card account

Name _____ Address _____

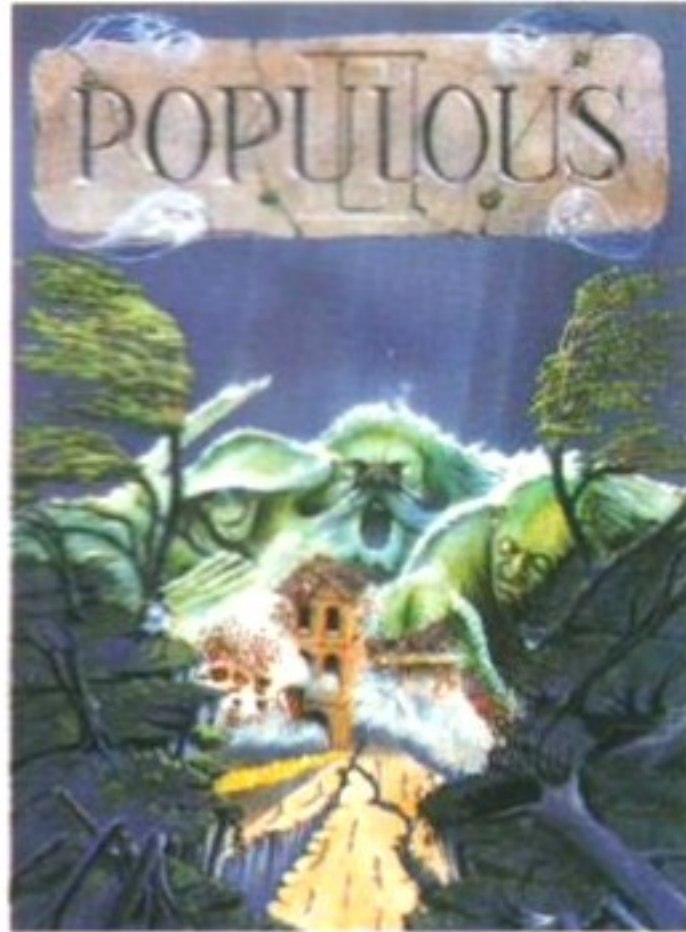
Signature _____ Post Code _____

THE GODS ARE BACK AND ALL

HELL IS ABOUT TO BREAK LOOSE

Populous II has arrived and it's everything you'd dreamt it might be - and more.

More earthquakes, more volcanoes, more tidal waves,



Available late December
for Amiga and ST.

£29.99

more deadly swamps, in fact the most devastating natural disasters known to man, and a few he hasn't heard of yet.

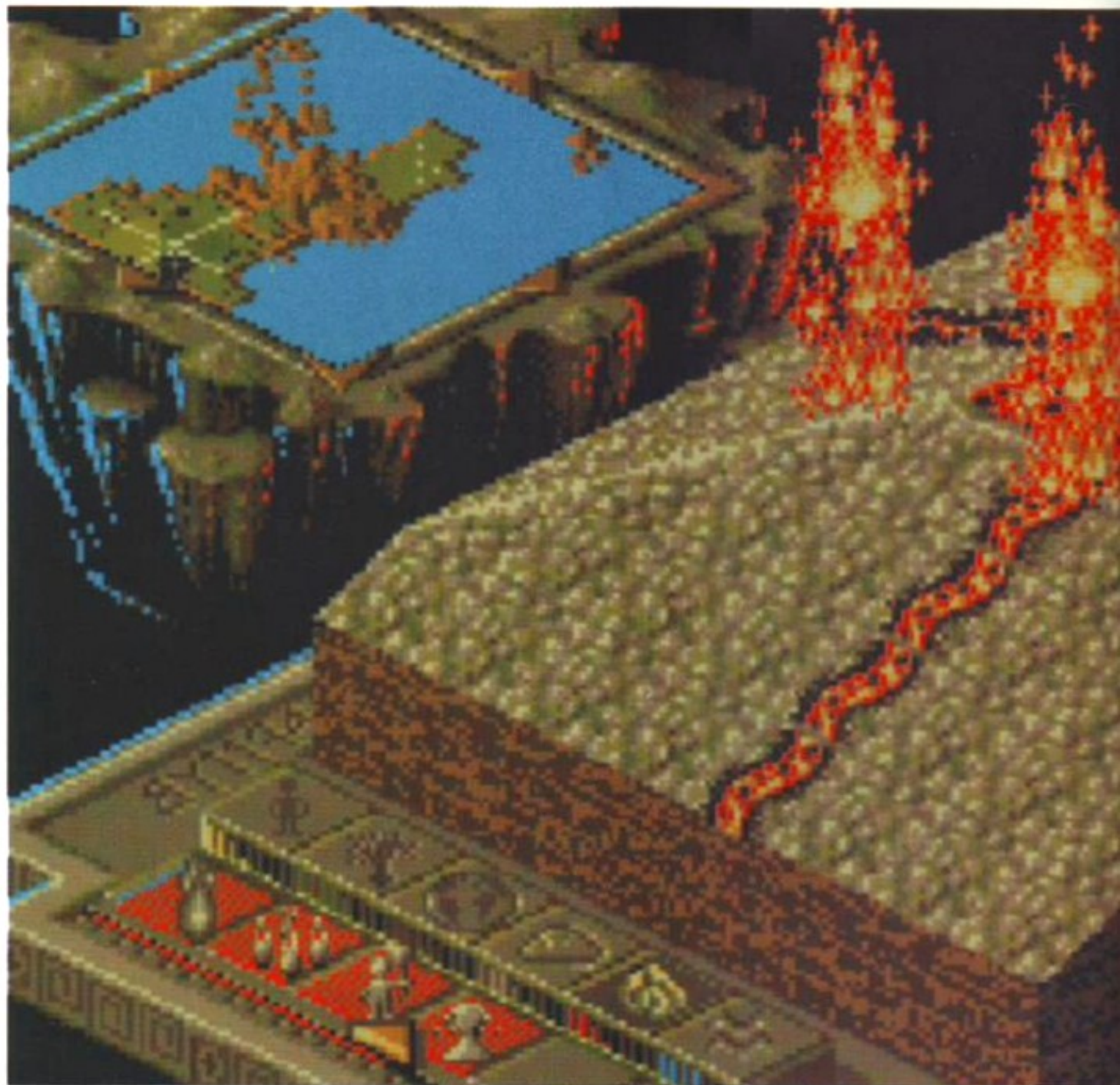
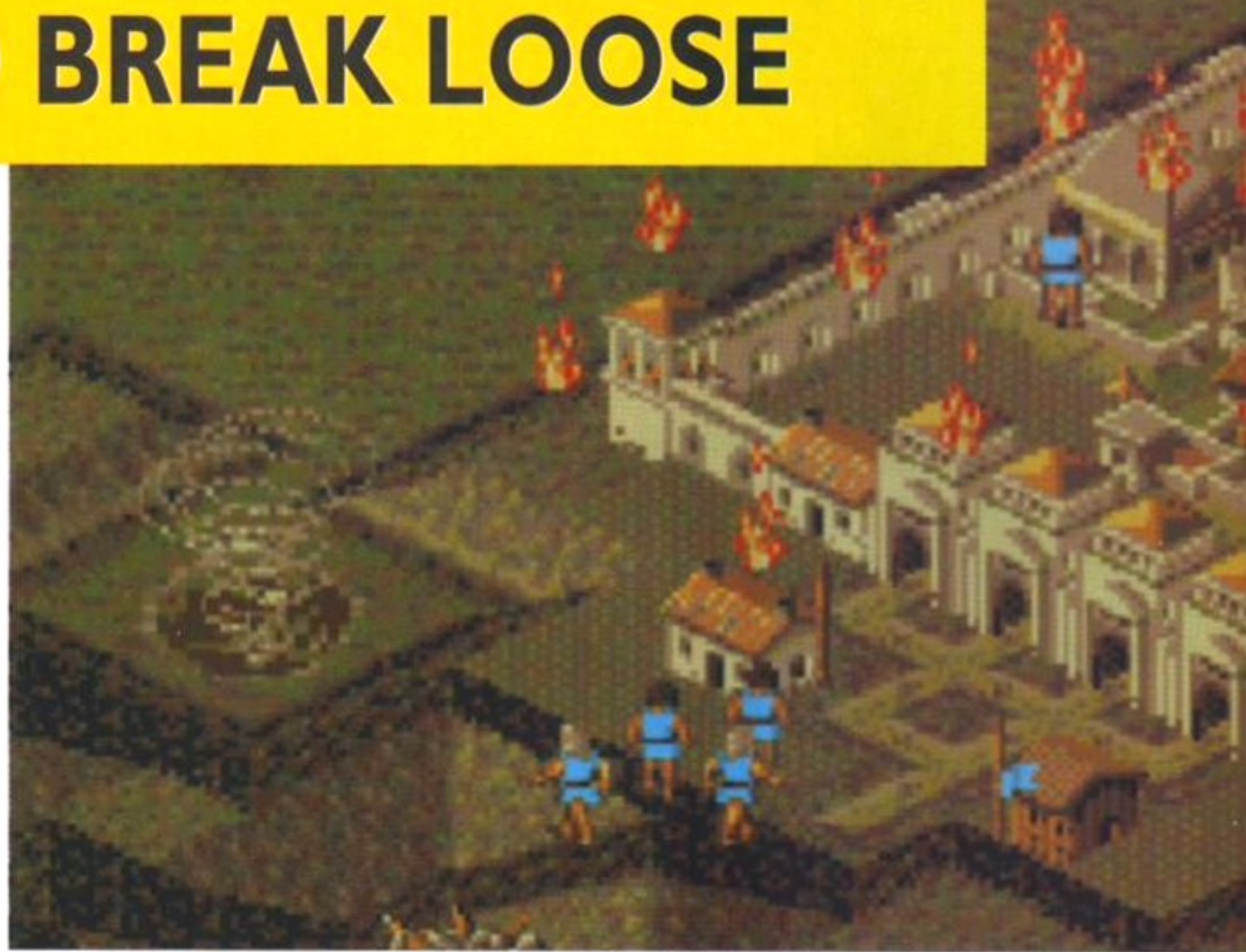
This time you find yourself back in Ancient Greece, where as one of the sons of Zeus himself, your aim is to achieve immortality and take your place next to him on Mount Olympus.

But the old boy isn't going to let you have your way without an almighty fight and he's conscripted 32 of his most powerful deities to stand in the way of your ambitions.

Design your own elaborate settlements with grand houses, roads and trees. Construct city walls in preparation against the oncoming rains of fire, whirlwinds, bolts of lightning and new, especially devious monsters like the foxy Helen of Troy, who leads people to their death with her beauty.

Populous II has 1000 worlds to conquer, 1MB of graphics, 5,000 animations, dozens of new sound effects and a mind-blowing sound track.

To celebrate it's release, you can also collect special Populous II T-shirts, mugs, data disks and interactive clue books from The World of Populous II which you will find in participating retailers.





BULLFROG
PRODUCTIONS LTD

Published by Bullfrog Productions Ltd.
©1991 Bullfrog Productions Ltd.

ELECTRONIC ARTS™

Electronic Arts, Langley Business Centre, 11-49 Station Road, Langley, Berks SL3 8YN,
Tel: 0753 549442, Fax: 0753 546672

Announcing:

THE 5th International 16 BIT COMPUTER SHOW

The One & Only!

Europe's biggest show specialising in everything for the ST, Amiga and PC - Business, Education and Entertainment

New Dates:

New Venue:

14, 15 & 16 February, 1992

Open 10am - 6pm, Friday and Saturday. Open 10am - 4pm, Sunday.

Hall 1, Wembley Conference & Exhibition Centre, London



Nearest tube station - Wembley Park (Metropolitan & Jubilee Lines)
Easy access - On site parking - Follow the signs to Wembley
Wider gangways and facilities for the disabled

Pre-Purchase your Fast Lane tickets before February 7th. Save £1 and enter the FREE prize draw if you apply NOW! 4 Atari Lynx to be won!

Regular ticket prices - £6 Adult, £4 Child (Under 10) at door or after February 7th. Fast Lane Ticket Prices - £5 Adult, £3 Child (Under 10)

Over 150 companies from all over the world showing the latest hardware, software, peripherals and consumables.

Bring the family for a great day out!

Demonstrations and hands-on opportunities including all the latest products from Atari UK

Competitions!
Lots of prizes to be won including Atari hardware

You can't find more products under one roof specialising in the ST, Amiga & PC

Terrific bargains!

Westminster EXHIBITIONS

To: 16 Bit Show, PO Box 68, St. Austell PL25 4YB

Please send me _____ Adult Fast Lane Tickets @ £5.
_____ Child Fast Lane Tickets @ £3

I enclose a cheque/PO./Credit card details for £ _____ made payable to 16 Bit Show

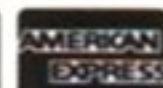
Name _____

Address _____

Postcode _____

Credit Card No. _____ Expiry date _____

OR phone 0726 68020 to book with credit card



Westminster Exhibitions Ltd, Surrey House, 34 Eden Street, Kingston, Surrey KT1 1ER

Telephone 081-549 3444
Fax 081-547 1311

Oh No! More Lemmings!

The exploding folk with suicidal tendencies are back this month, with the release of *Oh No! More Lemmings* from Psygnosis. The new disks contain 100 new levels and five new difficulty settings to torture and unbalance the minds of the Amiga gameplaying population.

Oh No! will be available in two forms, as a data disk and a stand-alone game. Those people already owning the original version of the game can get the data disk version for £19.99 while the stand-alone version costs £25.99. This means people who don't own *Lemmings* – is there anybody who doesn't own *Lemmings*? – can get the game and play straight away.

The original has sold in excess of 365,000 copies across all formats and so the data disks look to be a sure-fire winner. These 100 new levels should keep most players busy well into 1992, when there's *Lemmings 2* and a potential *Lemmings* coin-op to look forward to. Let's Go!



Commodore team up with Amiga Format on major ad campaign

Increasingly close ties between Commodore and *Amiga Format* are reflected in the latest ad campaign for the Amiga. There are full-colour adverts appearing in national magazines and newspapers last month and this month to follow up from Commodore's Christmas TV ad campaign.

The TV ad features the song 'Sunshine on a Rainy Day' and shows how the Amiga brightens up your world, ending with the line "Brighter by far". The full-colour magazine ad follows up with the line "Have you seen the light?" and includes a picture of an Amiga with *Amiga Format* lying next to it. "Why is it everyone wants an Amiga?" starts off the ad, moving on to a description of the machine and the *Cartoon Classics* pack. "And to make the most of your machine, check out *Amiga Format*" it continues. "It's a wicked mix of news, reviews, advice and hot tips, showing you exactly what's what."

Apart from the fact that the ad will feature on the first ever full-colour page in adult comic *Viz*, it's also notable for two other reasons. Not only is it evidence of the growing ties between Commodore and *Amiga Format*, which have been increasing since *Amiga Format* organised and gave its name to the highly successful *World of Commodore* show, but also we believe it to be the largest ever advertising campaign to be launched by a home-computer magazine.

Once again, *Amiga Format*, the world's biggest-selling Amiga magazine, is setting new records! And we've just got time to say hello to any new readers



who have come to the magazine after seeing the advertisements. Welcome to the brightest and best home computer magazine there is, the world's largest club for Amiga owners!

A500 Plus memory configurations confirmed

Further to last month's exclusive in-depth look at the new A500 Plus, we've managed to confirm a few details about memory expansions. It is now apparent that you can have an increased maximum of 2Mb of chip RAM as part of the 9 Mb total. Existing A500 'trap-door' RAM expansions are fine for use on the A500 Plus, with the proviso that only 512K of memory will be recognised by the new machine: so larger expansions are a shade redundant.

Already several firms are producing special RAM expansions for the A500 Plus, though we're still waiting for Commodore's official A501 1Mb expansion. Phoenix have announced a range of expansions, kicking off with a 512K expansion expandable to 1Mb using 256-by-4 DRAM chips and costing £34.99. Its complete big brother, the 1Mb RAM module, will cost £49.99. Both expansions add to the Chip RAM total of the machine.

Centresoft, meanwhile, are putting a number of new RAM expansions into shops around the country in time for Christmas, under their Addxtra brand name. The 1Mb model for the A500 Plus will cost £49.99 and a 4Mb unpopulated board is available for £59.99, with DRAM chips coming in packs of four (512K) for £5.99 each. Keep a look out for them in your local store.

Phoenix 0532 311932



A500 Plus compatibility: the continuing story

We were expecting a flood of details coming in about more software that won't work on an A500 Plus, but we've not had any such thing. We have, however, had details passed on to us by trade magazine *CTW* of a number of titles which an independent tester has found not to work: these are printed in full on Page 18.

In last issue's 'Inside the new Amiga: compatibility' we listed all the titles so far known not to work. We also included a number of brand-new games which we had tested in the pre-release version and found not to work, and we can confirm that they do now work in the final version. This includes such titles as the excellent *James Pond: Robocod* and *Knights of the Sky*.

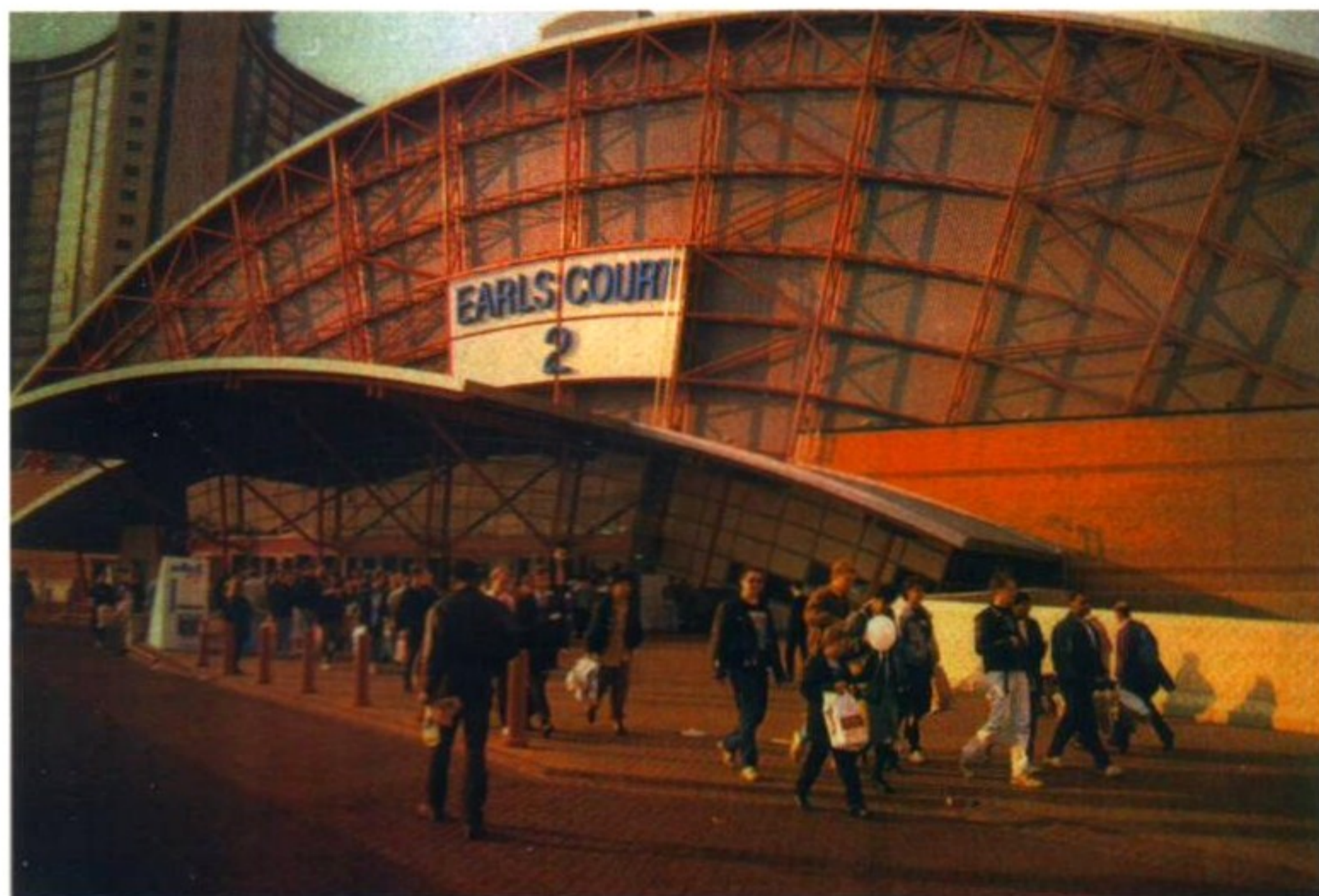
Compatibility problems (software not running on the new machine) are for the most part limited to older games (a year or more old). Anyone who is thinking of upgrading their Amiga to the new Workbench 2 system and has a collection of older games they don't want to lose would be well advised to invest in a ROM sharer. These gadgets allow you to install the new Kickstart 2 ROM while keeping your Kickstart 1.3 ROM in the machine too.

The latest on the market is from Centresoft's Addxtra label and will be available now at computer stores for £29.95. Phoenix also have a ROM sharer costing £24.99, with Kickstart 1.3 ROMs available to A500 Plus owners for £29.99. Phoenix say that all compatibility problems they have so far encountered are solved by switching back to the 1.3 ROM.

Phoenix 0532 311932



World of Commodore Show hailed as



With *Amiga Format* organising and presenting it, it could hardly go wrong. But the revitalised World of Commodore show (Earls Court 2, November 15-17) more than lived up to expectations, not only breaking all attendance records for a single-format computer show, but also creating a buzz of excitement that looks very promising for next year's event.

The show surprised many people by achieving the same exciting mix that characterises *Amiga Format*, all the glitz and glamour of the games software houses, adding their spice to the dedicated enthusiasm of the 'serious' manufacturers and distributors, while consistently the busiest part of the show was the Christmas Shopping Mall. Many a bargain walked out under the arm of a happy purchaser.

"I wish there were Amiga shows like this in the States", commented Gregg Garnick of US hardware developers GVP. He was referring to the edge of fun added by the presence of the games softies, but in their own way GVP caused just as much of a stir to the show with several major announcements (more later).



Ocean showed off in good style, with the most impressive exhibit of the show: a complete fairground Waltzer, which was giving free rides throughout the three days. They also had coin-ops *Smash TV* and *The Simpsons* on free play, which consistently attracted the attention of the punters, not least *Amiga Format's* very own Maff Evans!

Gremlin were not far behind with their four-player *Lotus 2* competitions attracting a good deal of interest. Micro Prose were also in a racing mood, with *Formula 1 Grand Prix* on big-screen play and chequered flags picking out their stand. Electronic Arts were sticking to the business in hand, with the opportunity to try *Deluxe Paint IV* with lots of people watching your efforts on their large-screen display: and *Populous 2*, just finished on the Saturday of the Show, getting the attention it thoroughly deserves.

Psygnosis were getting passers-by heavily involved by having a game of *Leander* played on a huge screen, while Mindscape sat behind rolling video demos, and the Bitmaps' stuff attracted a considerable amount of attention. Virgin had all their wares out on display, including the new *Space Shuttle Simulator*, and Jimmy White was wandering around, signing copies of his Snooker game. Some rather more glamorous celebrities adorned the System 3 stand, where you could get your photo taken with a top Page 3 model. Comments like "Can I have a look at your *Fuzzball*?" were not probably appreciated.

It wasn't a big show for new game announcements, with the Christmas line-ups mostly confirmed, but it was a great chance to decide for yourself what would be the best this year. It was, however, an exciting event for the more serious side of the machine, and full details follow on these pages.

All in all, it was an exciting, interesting and very popular event: the doors had to be closed in the morning on both the Saturday and Sunday as the hall was packed to capacity. And it's a big hall. The queues outside were kept entertained by jugglers and an amazing robot dancer.

Of the 36,000 people who flooded through the doors during the course of the show, very few were C64 or PC owners. With the success of this year's event, both among the visitors and with the exhibitors, it's looking good for an even bigger and better event next year: and, who knows, by then it might simply be the Amiga Show!

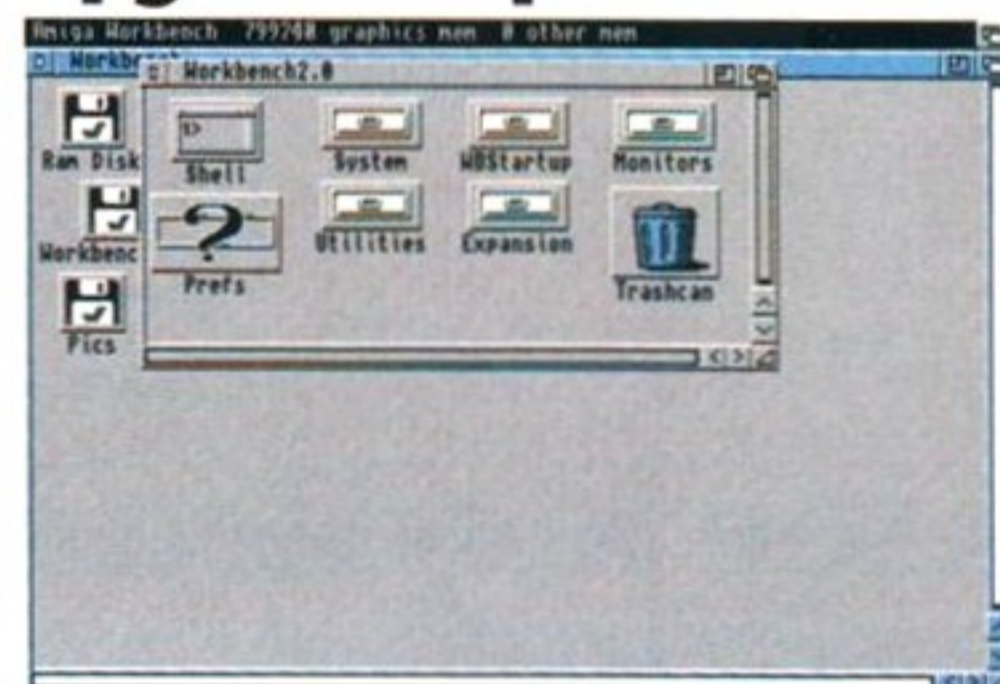


A690: the first look

Many people missed it, lurking quietly on the Commodore stand in its non-descript case: but the A690 CD-ROM drive, which will bring CDTV titles to the Amiga, was seen for the first time in the UK. It's an ugly object, larger and more unwieldy than you would expect. Release is now expected in February, with the price hoped to drop as low as £259. The current version will only work with Kickstart 2: something of a surprise, as the CDTV has a 1.3 operating system installed. But this is one of the wrinkles which will be ironed out before final release.

Commodore 0628 770088

Workbench 2 upgrade exposed!



The details of Commodore's upgrade pack to Workbench 2 were confirmed at the Show. The pack, containing the Kickstart 2.04 ROM, the three Workbench 2.04 disks and manuals is available now and costs £79. You can get it fitted for about £10 more. We'll be taking a good look at what you get for your money and whether it's worth your while upgrading in the next issue of *Amiga Format*.

Commodore 0628 770088



Were you one of the 36,000 people who attended the show? Can you identify yourself among all these punters?

enormous success

Big announcements for CDTV

Commodore's new TV advertising campaign for the CDTV reveals an interesting new angle: it's been renamed the Amiga CDTV, acknowledging the power of the Amiga name. It's also dropped in price by £100 to £499, which in itself should encourage sales. But there's more to follow.

From about February next year, CDTV will get the added graphics power of DCTV. Ignore the confusion of all those letters: DCTV is an add-on graphics box for the Amiga, a bit like the HAM-E, which adds extra colours to the Amiga's display. Effectively, it means

24-bit 'True Colour' pictures can be displayed on the Amiga.

The crux of the matter is that the DCTV hardware is small enough to be fitted inside the CDTV case. From about February it will be, with a separate upgrade available for existing CDTV owners at the cost of £50. When CD titles appear using the extra colour provided by the DCTV, it could give the CDTV the edge it needs in the hotly-contested race for domination of the CD-ROM market. It's an exciting time for the future of computing.

Commodore 0628 770088



GVP go all out on A500 hardware

GVP, the biggest third-party manufacturer of Amiga hardware in the world, were perhaps a little surprised by the dominance of the A500 in the UK: over in the States, most Amigas are very worthy and hard-working 2000s and 3000s, but they were all ready for it, with some of the most exciting A500 hardware developments ever seen.

The world premier of a new accelerator caused a few raised eyebrows: the 40MHz 68040 accelerator will be incorporated into a revised Series II A500HD8+, giving an all-in-one combination of the best hard drive we've ever tested along with RAM expansion capacity of up to 8Mb and a top-notch accelerator. That's serious A500 expandability! The new combined unit will be available early next year and a price is not yet set: an upgrade will be offered to existing HD owners, because the new unit is slightly altered to accommodate the accelerator.

A UK price drop for the basic Series II A500HD8+, down £100 to £399, was also announced. This will of course get you a basic 52Mb model, but with no added RAM but it is an excellent opportunity for any new Amiga owner that is contemplating getting a hard drive. There was some equally aggressive price tagging for the new DSS (Digital Sound Studio) sampler, now only £59.

GVP are now badging an adapted version of Vortex's ATonce PC emulator, which will be available as a plug-in card to go on the expansion port on the side of the Amiga, rather than underneath. It can also be combined with the HD8+ hard drive.

Also on show were the amazing IV24 24-bit frame-buffer card and the very rapid G-Force 68040 accelerator for the A3000, currently the fastest there is. We hope to review both soon.

Silica 081 309 1111

Tinkling the ivory keyboard

Two revolutionary new music-teaching systems were launched at the show. Mindscape's Miracle Piano Tutor incorporates a dedicated keyboard and software for the Amiga, using the computer display to create an easy-to-follow learning system, starting with the basics and moving on up. It will cost £299. Virgin's MusicColor for the CDTV uses the famous Candida Toobin's colour-based music teaching system to inculcate the basics of music reading and the techniques of composition. A price has not yet been set.

Programmers' joy!

One of the major new releases of the Show for hardcore Amiga users was the latest version of HiSoft's DevPac assembly language. DevPac 3 is now 40 per cent faster than the previous release, and supports all Motorola processors from the 68000 up to the 68040, including maths co-processors. It also features a Workbench 2-compatible Editor with many improved

features, and the debugger is updated to work at source level. DevPac 3 will cost £69.95, with an upgrade for existing DevPac users costing £34.95.

HiSoft 0525 718181

Digitiser maestros go animation!

Rombo, famed for their digitisers, were showing for the first time anywhere their revolutionary new high-value animation system. It's basically a HAM animation system, which makes it possible to grab images using the Vidi digitiser and use them in your animations: but the difference between this and something like *Deluxe Paint IV* is that it incorporates all the features you would expect in a professional studio animation set-up, all at the high-value price of £99.95.

Rombo have also announced a clever new adaptor for their digitiser that allows you to use the expansion port on the side of the Amiga rather than the parallel port, giving double the speed. It costs £69.95 and comes with enhanced versions of the Vidi-Amiga and Vidi-Chrome software.

AMIGA presents



15 - 17 November 1991

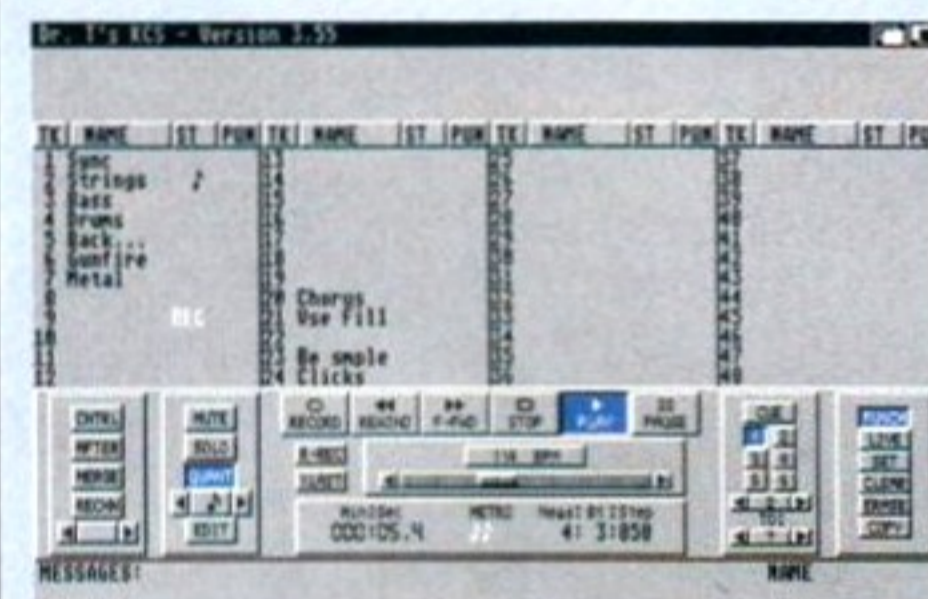
Commodore

News in brief from around the show



Checkmate Digital were showing not only the excellent HAM-E pseudo-24-bit colour box, but also the latest software for the system: *HAM-E Spectracolor* (reviewed this issue) and the almost-finished HAM-E version of simple 3D design program *Caligari*. Their A500 recase Tower System was also on display and looks very promising indeed.

Checkmate 071-923 0658

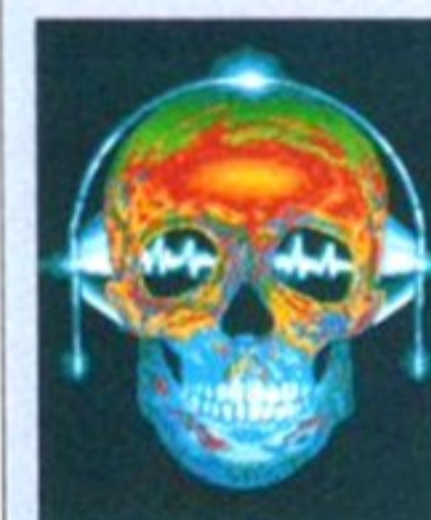


Zone Distribution were making a noise with Dr T's *KCS* and *X-Or*, as well as demoing for the first time in the UK Blue Riband Bakery's *JAM*, a composer system which allows you to create tunes in particular musical styles.

Zone Distribution 081-766 6564

Soft-Logik were previewing *PageStream 2.2*, the enhanced version of their top-end DTP package. New features include better printer drivers with plotter support and compatibility with the Hotlinks system that allows any file being edited to be updated from two versions concurrently.

Soft-Logik 0101 314 894 8608



Microdeal demonstrated (noisily, too!) the new StereoMaster sampling system (as seen on the Coverdisk) and the revised AMAS2. More details in the imminent reviews. Microdeal 0726 68020

Rossmöller, a German firm, had a whole host of RAM expansions, hard drives and accelerators plus a very new idea: a back-up system that saves data to a normal VHS video recorder. They currently have no UK distributor.

Rossmöller 01049 222 513 596

Performance Systems have now made their Mandala virtual reality system commercially available. The basic system allows a picture of the user from a video camera to be locked into a computer display, while a more advanced version adds pre-recorded video images too.

Performance Systems 081-207 2256

AEGIS

SOUND MAGIC™

ALSO SOLD AS SOUNDMASTER

High speed stereo digital audio sampler

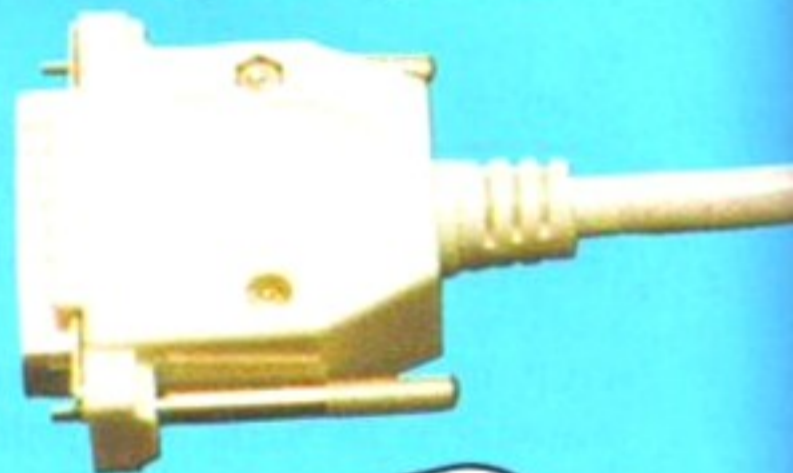


SoundMagic features include:

- Input from any sound source including CDs and microphones—mix or dub over sound samples.
- Sampling rates up to 56K in stereo
- Real-time Volume control
- Mono and Stereo microphone input in addition to built-in microphone
- Overload indicator—keeps the "Ouch" factor out of your samples.
- Computer-controlled dynamic microphone—select from microphone's sampling range of 15K to 50K
- Draws power from computer—works with any power standard
- Meter-length cable for ease-of-use
- Compatible with AmigaDOS™ 1.3 and 2.0
- Works on any model Amiga computer—including the Amiga 3000

Includes AudioMaster IV

Aegis SoundMagic is a trademark of Oxxi, Inc.



INTRODUCING A MAJOR NEW RELEASE

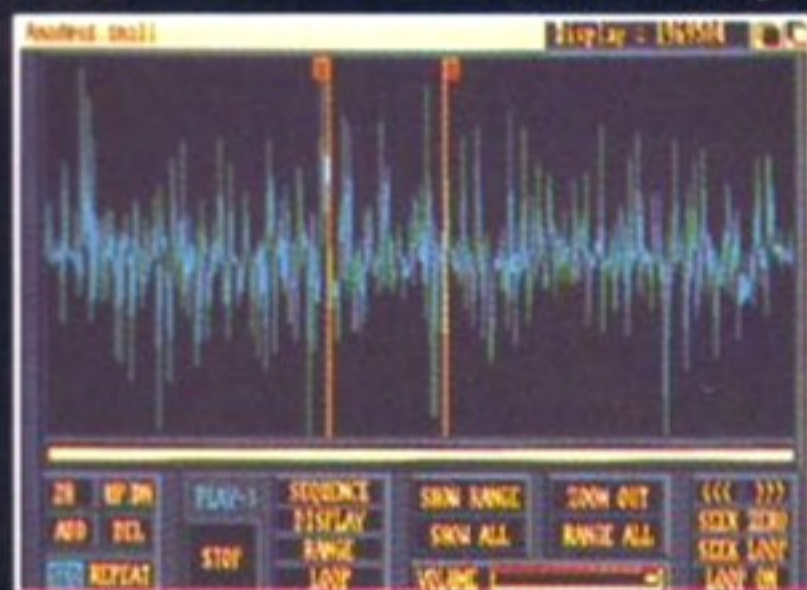
AUDIO MASTER IV™

Painting With Sound

AudioMaster IV brings new features to the best-selling sampling software for the Amiga computer. With the new Oversampling feature, play sound files of outstanding audio quality—even if originally sampled at low rates.

New features with AudioMaster IV:

- Up to 4 times Oversampling
- Pitch vs Time stretch-compress
- Digital Filtering
- Real-time Pitch Bend, Zoom, Scroll
- Auto hardware Filter Control
- User-called DC offset compensation
- On-screen Time and Position marks
- Progress meter with audio feedback
- Faster screen update
- Optimized Echo, Mix, Ramp functions
- Keep function



Plus Improved Bonus Programs

- Audio Disk Jockey (new)
- Simulated CD Player with Oversampling
- PlaySound with Oversampling

Plus the features which made AudioMaster the leading sampling software:

- High-speed sampling to 56K in stereo
- Loop sequencing—up to 999 loops per sample. Loops can be played back in any order, to recreate the sample as a smaller file, rearrange it, or do effects such as "stuttering".
- Interactive waveform editing in stereo—create effects like real-time echo, delay and flange. Mix in positive and negative flange, reverse,



ramp up or down, do inversion and Mono-to-Stereo conversions. Add backward masking, digital filtering, pitch and time change.

AudioMaster IV supports all available digitizers for the Amiga, including PerfectSound™ 1.2, and 3, Future Sound™ 500, Mimetics™, StarSound™ and A.M.A.S.™

Rates to 56K in stereo available only if Amiga has a 68020/30 processor, and sampler is capable of these speeds.



Oxxi Aegis

WE FOCUS ON TECHNOLOGY

P O BOX 90309, LONG BEACH, CA 90809-0309 USA
Telephone: (213) 427-1227 FAX: (213) 427-0971

Aegis, Aegis AudiomasterIV, Aegis SoundMagic, Aegis CD Player and Audio Disk Jockey are trademarks of Oxxi, Inc. Amiga is a trademark of Commodore-Amiga. Other products mentioned are trademarks of their respective companies



H. B. MARKETING LTD.
CONCORDE BUILDING
NEWLANDS DRIVE, COLNBROOK, BERKS, SL3 0DX
DEALER SALES HOTLINE 0753-686000

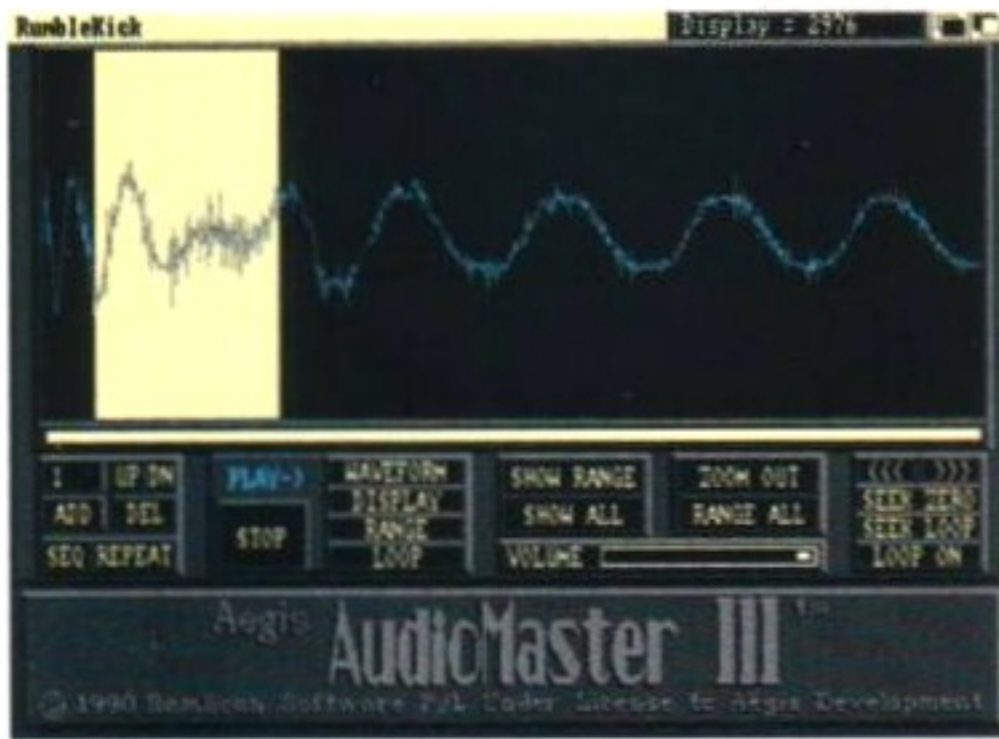


PRECISION DISTRIBUTION
6 PARK TERRACE, WORCESTER PARK
SURREY KT4 7JZ
DEALER SALES HOTLINE 081-330 6911



CENTRESOFT LTD
UNIT 2 & 3, HOLFORD WAY, HOLFORD
BIRMINGHAM B6 7AX
DEALER SALES HOTLINE 021-625 3399

AudioMaster IV leads big Oxxi-Aegis announcements



Soon to be auditioned is version IV of Audiomaster. It's only one of the new releases on the way from Aegis.

Also on the way from Aegis are *Presentation Master*, an all-new system for creating business presentations written by Gary Bonham, the man behind the Amiga's ANIM file format, and a new version of the 2D CAD program *Aegis Draw 2000*, which will feature many important little improvements. More news on that little lot as soon as we have it.

SCALA moves onwards (and downwards!)

SCALA, currently believed to be the UK's best-selling desktop video program for the Amiga, is going from strength to strength as it finds its way into a number of interesting applications and becomes available in an Amiga 500 version.

SCALA 500 is aimed more directly at home video titling than its sophisticated, professional big brother. Digital Vision have done an excellent job on cutting it down, while retaining the ease of use and high-quality results associated with the SCALA name. Unfortunately, no price is yet available.

AudioMaster III, the top sampling software, has been coming under some heavy fire lately, with *Audition 4* (reviewed in the last issue) in particular challenging it for the 'best sampler' title. Sample fans everywhere will be pleased to learn that a new version is on the way very soon, leading a new wave of releases from American software producers Oxxi.

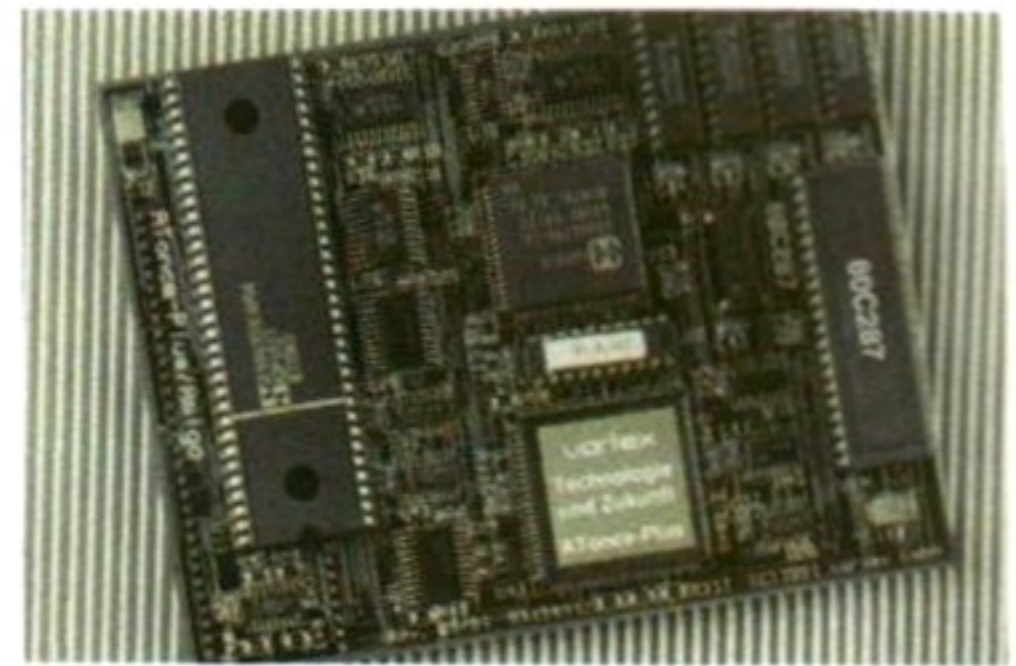
AudioMaster IV will include oversampling to give greatly increased sound quality and stretching or compression features that can actually change the length of a sample without altering the pitch, which was previously the domain only of the best hardware samplers. It also comes with a bonus program called *Audio Disc Jockey*, which allows you to play samples live at the click of a mouse. It all sounds incredibly impressive and we're looking forward to reviewing it very soon.

Meanwhile, you can expect to see SCALA-produced presentations appearing all around you in the near future. Digital Vision are having great results pushing the Amiga into corporate environments.

And if you're in London, try and look out for the new London Transport information shops, where screens produced on SCALA will be running constantly. It's a really exciting time for the Amiga, which is the ideal platform for information systems such as this one.

Silica 081-309 1111

PC Emulator for A500 Plus



One of the potential problems with the A500 Plus is that the new configuration of the trap-door slot means that normal A500 version of the Vortex ATonce PC emulator will not work on the new system. Vortex, a German firm, have been beavering away on the problem and have come up with a new, improved A500 Plus version.

It's a complete AT emulator, as before, with the PC emulation running as a task under AmigaDOS, which keeps everything nice and tidy. The board includes the 16-bit CMOS 80286 16MHz PC central processor, as well as 512K of fast RAM and a socket for an optional 80C287-12 maths co-processor. The board is available now, costs £199 and we'll be testing one in the next issue of *Amiga Format*.

One curious sideline on the PC emulator story is that we've just heard that PC owners will soon be able to buy an Amiga emulator! The board comes from Germany, and is effectively an Amiga on a card. Although no further details are currently available, we'll bring you the full story soon.

Vortex via Silica 081-309 1111

1st Down and a month to go!



Due to the game's popularity on the Sega Megadrive we'll soon be joining the likes of big, bad Barry White as fans of *John Madden's Football*. Channel 4 has a lot to answer for.

At long last the full potential of American Football has been recognised and harnessed for the Amiga. Electronic Arts have announced that they are converting *John Madden's Football*, hopefully in time for this year's Superbowl XXVI. The game is being converted and upgraded from the Sega Megadrive title. Using the latest player stats, the teams' potential and performances should be as realistic as possible, with you making those vital play calls that turn games.

John Madden's Football is the best-selling US Sega title of all time - even beating Sega's own figurehead, *Sonic the Hedgehog*. The game reflects every aspect of Grid Iron from pitch conditions down to audible calls at the line of scrimmage. And even at the demo stage it already looks like being a cracking

implementation of the game, being easy to play but crammed full of tactical possibilities.

The quality of the Sega game can be seen in the fans it attracts: World League Champions the London Monarchs and Soul superstar Barry White are self-confessed addicts. EA are promising that *John Madden's* will be even better on the Amiga using 60 on-screen colours and a revised player interface.

The project is being handled by Electronic Arts' in-house coding team, who have turned the title into an Amiga reality in less than six months. With luck the game will be available in late January, so we could all be enacting this year's Superbowl before a ball is kicked in the Hubert H Humphrey Metrodome. Grid Iron fans should check out our in-depth preview next month.

OctaMED will work on an A500 Plus

Last month's giveaway of superior tracker program *OctaMED* was slightly marred for A500 Plus owners by the news that it won't run on a Plus. But it can! All you have to do is strip out some less-than-legal coding from the Startup-sequence. All you have to do is remove the offending lines calling the programs new and vec, and you're away.

Three go out of business

Three firms have ceased trading this month: Studio Software, Digicom and Original Media. Readers should not order anything from their advertisements in previous issues of the magazine. Anyone who has an order outstanding from these firms should write to Katrina Windows of our Advertising Services Department at our Bath address.

A590 troubles with WB2

You'll have problems installing Workbench 2 on your A590 hard drive because the install procedure specifically asks for the Workbench 1.3 disks. You can, however, get round this. Either cheat by renaming your Workbench 2 disks to 'Workbench 1.3' and 'Extras 1.3', in which case you'll have to tidy up at the end by copying across a lot of the new icons, or use Ed on the HDInstall program, replacing references to the old Workbench disks with the names of the new ones. Either way, run the new Fountain program afterwards to put the new fonts on your hard drive. Thanks to Graham Evans of Farnham for the information.

A500 Plus incompatibility: the story continues...

As we suspected, a lot of older games won't run on an A500 Plus. Here's a list provided by retailer Tim's Megastore and trade magazine CTW of the latest non-running software. Note that *Cybercon II* and *Out Run Europa* are currently being updated by US Gold to work.

Atron 5000

Bubble Bobble (Addicted to Fun and Hit Squad versions)

Beam

Beverly Hills Cop

Black Tiger (Platinum version)

Bombuzal

Captain Blood

Chaos Strikes Back

Chicago 90

Classic Four

Cogan's Run

Crystal Hammer

Custodian

Cybercon III

Double Dragon II

Dragon Ninja

Dynamite Dux

Eliminator

Elvira

E-Motion

European Super League

Exolon (Premier version)

Extensor

Eye

Falcon

Fantasy World Dizzy

Fast Food

Final Fight

Flintstones

Four x Four

Fusion

Future Dreams

Full Contact

Fun School

Galdregon's Domain

Ghostbusters II

Ghouls 'n' Ghosts

(Platinum version)

Giganoid

Goldrunner

Grand Monster Slam

Hellraiser

Heroes of the Lance

Hole in One

Impossamole

Incredible Shrinking Sphere

Insanity Fight

Iron Lord

Joe Blade 2

Kenny Dalglish Soccer Match

The Kristal

Leonardo

Mail Shot

Major Motion

Mike Read's Pop Quiz

Nebulus

Netherworld

(normal and Premier versions)

No Excuses

Oil Imperium

Operation Wolf

OutRun

OutRun Europa

Paladin

Peter Beardsley

Phantasm

Plundered Hearts

Purple Saturn Day

Pursuit to Earth

Roadblasters

Run the Gauntlet

RVF Honda

Scramble Spirits

Seven Cities of Gold

Shadow of the Beast

Slayer

Star Breaker

Star Wars

Steel

Strange New World

Transputer

Treasure Island Dizzy

Trip-a-Tron

Turbo

UMS

Virus Killer

Wicked

Wizball

Zynaps (Premier version)

Willy bites back!



Jet Set Willy, the classic 8-bit platform challenge, is finally coming over to the big boys on the Amiga. Software Projects, who also designed the Amiga flavours of *Manic Miner*, are at the moment working on the sequel, *Jet Set Willy*.

It should be available shortly after Christmas at a budget price. So if there are any nostalgia freaks out there who hanker after the days when the VIC 20 was king, they should be able to let the memories come flooding back and get down to some basic old-style computer gaming.

For further information call Computer Software Distribution, who handle Software Projects in the UK. 061 371 8423.

Protex: the proper price

The correct price of Amor's *Protex 5.5* is actually £152.75 including VAT, not £180 as was stated in the November issue of *Amiga Format*. For those who are not at all familiar with the Format Gold word processor, it's generally accepted to be the best there is for raw word-power and it's the one we use to write the magazine. So at nearly £30 less than we first imagined, it's even better value.

Amor 0733 68909

Philips Competition, Issue 29

There were a number of errors in the Philips CM8833/II monitor competition in the last issue, which may have caused a few problems. The correct code number for the Philips Personal CD Player is the AZ6897. The answer to question 3, "Which company makes the F-117A Stealth Fighter", was none of the three listed: it is in fact Lockheed, but any answer that you put down will be accepted.

We apologise for any confusion. Incidentally, in an upcoming issue we'll be taking a look at how the winner of our original Philips monitor competition survived the rigours of flying in the massive airliner flight simulator...

On the case



Premier Micros have unveiled their new range of Amiga consoles just in time for Christmas. The basic unit is the View Centre (£24.99) which slots over the back of the A500 to provide a monitor stand and shifts the joystick ports to the side. Next up is the Control Centre (£49.95), which adds a shelf to tidily contain peripherals, followed by the Control Centre Plus (£74.44) with its two layers of shelves. All are constructed in sturdy sheet metal and come in a colour-matched finish.

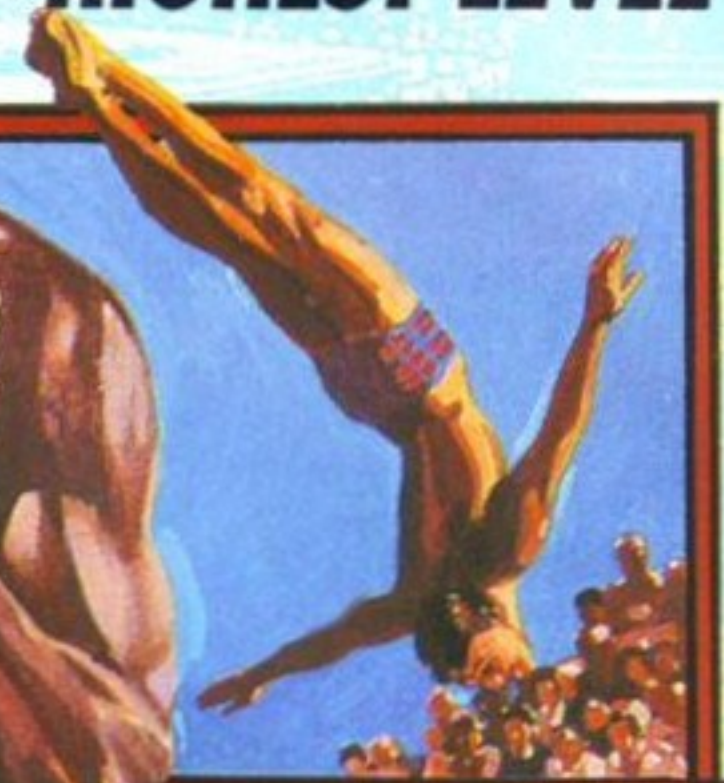
Premier Micros 0480 300738

WE RECOMMEND THE COMPETITION..!

"The main essence of sport is a race against opponents rather than against time... to win is the mark of the master"

COMPETE AT THE HIGHEST LEVEL

- OVER 2,000 DIFFERENT COMBINATIONS OF EVENTS
- MOST IN DEPTH MULTI SPORTS SIMULATION EVER
- SUPERB GRAPHICS
- UNIQUE USE OF VECTORS IN SPORTS EVENTS
- UNUSUAL PERSPECTIVES THAT MAKE FOR GREAT GAMEPLAY
- COMPETE AGAINST OTHERS FOR THE BIGGEST SCORE
- TOTALLY ORIGINAL LINK EVENT; THE MULTI-COURSE MARATHON



AVAILABLE ON:
AMIGA, ATARI ST,
IBM PC &
COMPATIBLES

INTERNATIONAL SPORTS CHALLENGE

SWIMMING

- Test your skills in the
- 100m Breaststroke
 - 200m Freestyle
 - 400m Butterfly or
 - 4x100m Medley.



SHOW JUMPING

Unique perspective giving a realistic feel.
Different course offering different challenges.

DIVING

Over 40 dives to pick from. Unique control method make for superb handling of diver animations giving unsurpassed realism and gameplay. Authentic scoring shows how you have performed in each part of the dive.



SCREEN SHOTS TAKEN FROM AMIGA VERSION



CYCLING

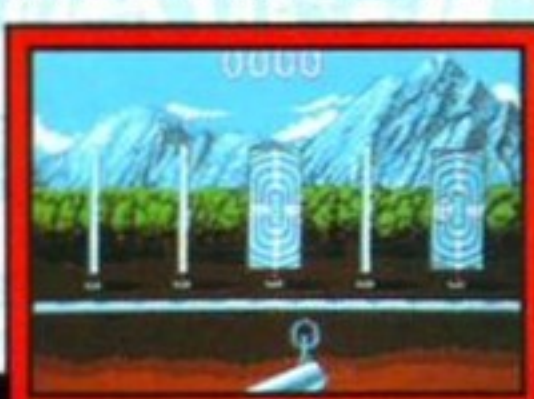
Using 3D vector graphics the unique gameplay combining strategy with sheer powering on the joystick makes this sport like no other sport ever seen on computer.

MARATHON

This strategy event linking all the other sports allows the competitor to compete in the ultimate

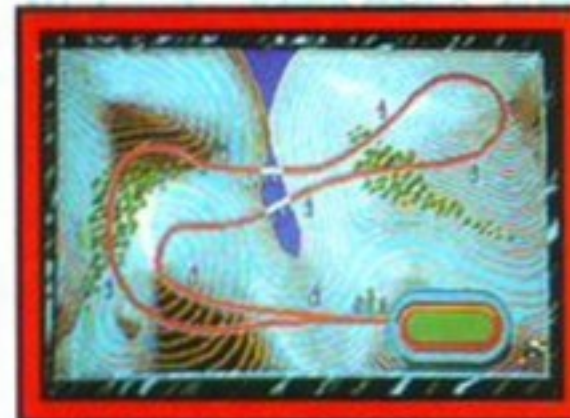
challenge, with 26 weeks being the average training period and diet etc. being so important

- 4 courses
- Choice of six different runners
- Changes in terrain, weather, altitude.



SHOOTING

4 totally different events offering a wide spectrum of challenges from pistol to double barrel shotguns.



6 SPORTS COVERING 21 EVENTS

EMPIRE SOFTWARE, 4 THE STANNETTS, LAINDON NORTH TRADE CENTRE, BASILDON, ESSEX SS15 6DJ. TEL: 0268 541212

Swimming, Cycling, Show Jumping, Diving, Shooting and even the Marathon, all superbly recreated using a combination of stunning 3D vectors and big colourful sprites, to give Realistic Graphics and Enhanced Playability

AMIGA

FORMAT

ISSUE 31 ■ FEBRUARY 1992 ■ £2.95

Would you like to be able to do this?

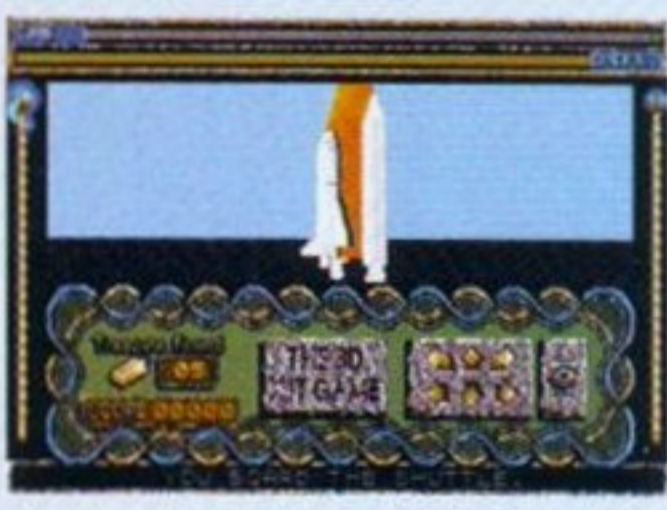
Or this?



Or this?



Or this?



Or this?



Or this?



Well, why not give it a try?

Revealed: the secrets of games programming!

- Get the low-down on game-making from the masters of the art
- Create games the easy way: we show you how

Is Workbench 2 worth £80?

Decide for yourself, but not until we've given you all the facts!



NO KNIGHTMARE DEMO?
THEN JUST WAIT TILL NEXT MONTH!

GAMEBUSTERS for the best in games tips • **WORKBENCH** for top hints & advice
NEW TO THE AMIGA? Special feature will help you find your way around the CLI
AND IN REVIEWS: DCTV brings extra colour • SCALA 500 The top video package
its home • REAL 3D Ray-tracing at its best? • AUDIOMASTER sampling heaven?



Fuzzball

Out now for
your Amiga

*The Magic will leave you
Spellbound*

- Unique joy-stick control
- Real arcade feel
- Stunning graphics
- Over 50 levels of furious action

Special introduction price
only £19.99



Europe's number one
name in original games



50,000 Members

No obligation to buy
FREE CATALOGUE
 PHONE
0279 600204

Special Reserve

Games Club



Game Gear 99.99
 FREE Mains adaptor
 FREE Special Reserve membership

COLUMNS	16.99	JOE MONTANA FOOTBALL	19.99	SONIC THE HEDGEHOG	19.99
DONALD DUCK	19.99	LEADER BOARD	19.99	SPACE HARRIER	19.99
DRAGON CRYSTAL	19.99	MICKEY MOUSE	19.99	SPIDERMAN	19.99
FACTORY PANIC	16.99	NINJA GAIDEN	19.99	SUPER KICK OFF	19.99
FANTASY ZONE	19.99	OUTRUN	19.99	SUPER MONACO GP	16.99
FROGGER	16.99	PENGO	16.99	WONDER BOY	16.99
G-LOC	19.99	PSYCHIC WORLD	16.99	WOODY POP	16.99
GOLDEN AXE	19.99	SHINOBI	19.99	MAINS ADAPTOR	12.99
HALLEY WARS	19.99	SOLITAIR POKER	19.99	MASTER GEAR CONVERTER	24.99



Atari Lynx 99.99
 with Mains Adaptor
 FREE Gates of Zendecon
 FREE Special Reserve Membership

3D BARRAGE	23.49	PAPERBOY	23.49
720 DEGREES	23.49	PINBALL SHUFFLE	23.49
APB	23.49	OIX	27.99
AWESOME GOLF	23.49	RAMPAGE	23.49
BASKETBRAWL	23.49	ROAD BLASTERS	19.99
BLOCK OUT	23.49	ROBO SQUASH	23.49
BLUE LIGHTNING	19.99	ROBOTRON	23.49
CHEQUERED FLAG	23.49	RYGAR	19.99
CHIPS CHALLENGE	19.99	S.T.U.N. RUNNER	23.49
GATES OF ZENDECON	19.99	SCRAPYARD DOG	23.49
GAUNTLET 3	24.99	SHANGHAI	23.49
GRID RUNNER	23.49	SLIMEWORLD	23.49
HARD DRIVIN'	23.49	TURBO SUB	23.49
HYDRA	23.49	ULTIMATE CHESS	28.99
ISHIDO	23.49	VIKING CHILD	23.49
KLAX	19.99	VINDICATORS	23.49
LYNX CASINO	23.49	WARBIRDS	23.49
MS PACMAN	19.99	WORLD CUP SOCCER	23.49
NFL SUPER-BOWL	23.49	XENOPHOBE	23.49
NINJA GAIDEN	26.49	XYBOTS	23.49
PAFLAND	23.49	ZALOR MERCENARY	23.49



Gameboy, Tetris, batteries, two player lead
 FREE Gamelight
 FREE Membership **69.99**

or **Gameboy, Tetris, batteries, two player lead**
 FREE Holsters and Belt
 FREE Membership **69.99**

or **Gameboy, Tetris, batteries, two player lead**
 PLUS choose any game listed at under £20
 FREE Gamelight,
 FREE Holsters and Belt
 FREE Membership **89.99**

HOLSTERS, BELT & GAME HOLDER	9.99
GAMELIGHT (FOR DARK OR DIM LIGHT)	9.99
AMPLIFIER (GIVES STEREO SOUND)	11.99
MAGNIFIER (TWICE MAGNIFICATION)	8.99
RECHARGEABLE BATTERY	
PACK/AC ADAPTOR	23.49

BALLOON KID	19.49
BATMAN	24.49
BOULDER DASH	24.49
BOXKLE	24.49
BUBBLE GHOST	24.49
BUGS BUNNY	24.49
BURAI FIGHTER DELUXE	19.49
CASTLEVANIA	24.49
CHESSMASTER	19.49
DOUBLE DRAGON	19.49
DUCK TALES	24.49
FORMULA 1 RACE (WITH FOUR PLAYER ADAPTOR)	29.49
FORTIFIED ZONE	24.49
GARGOYLES QUEST	19.49
GHOSTBUSTERS 2	24.49
GOLF	19.49
GREMLINS 2	24.49
HYPERLODE RUNNER	19.49
KING OF THE ZOO	19.49
KUNG FU MASTER	24.49
MOTOR CROSS MANIACS	19.49
NAVY SEALS	24.49
NEMESIS	24.49
NINTENDO WORLD CUP	19.49
PAPERBOY	24.49
PRINCESS BLOBBETTE	24.49
R-TYPE	24.49
RADAR MISSION	19.49
ROBOCOP	24.49
SAMURAI ADVENTURE	24.49
SIDE POCKET	19.49
SKATE OR DIE	19.49
SPIDERMAN	19.49
SUPER MARIO LAND	19.49
SUPER RC PRO-AM	24.49
TEENAGE HERO TURTLES	24.49
TENNIS	19.49
WIZARDS AND WARRIORS	19.49



LYNX KIT CASE (SHOWN) 16.99
 CARRYBAG FOR LYNX.....11.99
 COMLYNX MULTI-PLAYER CABLE8.99
 MAINS ADAPTOR12.99



Philips CM8833 Mk 2 Monitor
 FREE MEMBERSHIP FREE MONITOR LEAD
 TV TUNER FOR PHILIPS CM8833
 MONITOR (TURNS MONITOR INTO A TV)44.99



£30 OFF 229.99

Amiga A500 PLUS 1 Meg Cartoon Pack

1 MEG RAM, LEMMINGS, THE SIMPSONS, CAPTAIN PLANET, DELUXE PAINT 3
 FREE SPECIAL RESERVE MEMBERSHIP

369.99



SONY 3.5" DS/DD DISK + LABEL
 59p each or

22.99 for 50



CITIZEN 120D+
 80 COLUMN, 9 PIN
 144 CPS/25 NLQ
 24 MTH WARRANTY
 FREE MEMBERSHIP
 FREE PRINTER LEAD
134.99

3.5" DS DD SONY DISK WITH LABEL	59p each
PACK OF 50 SONY 3.5" DS/DD DISK WITH LABELS	22.99
3.5" DISK HEAD CLEANER	3.99
DISK BOX 3.5" (10 CAPACITY)	1.99
DISK BOX 3.5" (100) DIVIDERS, LOCKABLE	9.99
DISK BOX 3.5" (40) LOCKABLE, DIVIDERS	7.99
DISK BOX 3.5" (80) LOCKABLE, DIVIDERS	8.99

DELUXE DISK BOX 3.5" (80), LOCKABLE, DIVIDERS
10.99



ROCTEC 3.5" EXTERNAL AMIGA DISK DRIVE
54.99



ROCTEC AMIGA 512K RAM EXPANSION WITH CLOCK	29.99
DUST COVER FOR 80 COLUMN PRINTER (CLEAR PVC)	4.99
DUST COVER FOR AMIGA (CLEAR PVC)	4.99
DUST COVER FOR MONITOR (CLEAR PVC)	4.99
ROCTEC MOUSE FOR AMIGA	12.99
NAKSHA AMIGA/ST MOUSE + OPERATION STEALTH	24.99
SPECIAL RESERVE MOUSE MAT	4.99

CITIZEN SWIFT 9 PRINTER, 80 COLUMN, 9 PIN, 213 CPS, 24 MTH WARRANTY,
 FREE COLOUR KIT, FREE PRINTER LEAD
 FREE SPECIAL RESERVE MEMBERSHIP199.99

CITIZEN 224 COLOUR PRINTER, 80 COLUMN, 24 PIN, 192CPS/64LQ, 24 MTH WARRANTY,
 FREE MEMBERSHIP, FREE PRINTER LEAD249.99
 AUTO SHEET FEEDER FOR CITIZEN 22479.99

RIBBON (COLOUR) FOR SWIFT 9 OR 22415.99
 RIBBON (BLACK) FOR SWIFT 2246.99
 RIBBON (BLACK) FOR SWIFT 9 OR 120D+6.99

A590 20 MEG HARD DISK FOR AMIGA (AUTOBOOT WITH KICKSTART, SOCKETS FOR 2 MEG OF RAM, SCSI INTERFACE FOR PERIPHERALS CONNECTION)279.99

AMIGA TO SCART LEAD (GIVES MONITOR QUALITY ON TV WITH SCART/RGB INPUT)9.99
 CLEANING KIT FOR COMPUTERS (INCLUDES VACUUM)19.99

A501 (WITH BART) AMIGA 512K RAM EXPANSION TO 1 MEG
 GENUINE ITEM WITH CLOCK
 FREE BART SIMPSON GAME49.99

£30 OFF

NRG colour mag with Cybertoon **NRG** Bi-monthly to members. Don't miss it.

Biggest and Best.

Huge catalogue. Huge discounts.
 Huge stocks. Huge staff.
 Huge membership.
Biggest Value, Best Service
 No obligation to buy

Free Colour Catalogue
 Just phone our sales team on

0279 600204

Open to 8pm Weekdays and to 5pm Weekends

ANNUAL MEMBERSHIP
 UK £6.00 EEC £8.00 WORLD £10.00
 We only supply members but you can order as you join.

XS NRG

costs £9.99 extra but saves you up to £120

Annual subscription to XS NRG is just £9.99 for Special Reserve members only. The price includes:
 6 demonstration disks of pre-release or latest titles.
 6 sets of £20 money-off coupons, redeemable against top items bought from Special Reserve.
 6 issues of XS NRG colour review magazine for Amiga, ST and PC users. Each issue is packed with reviews of games and utilities.

Please enter XS NRG and pay £9.99 UK only. Special Reserve membership is not included.



INEVITABLY, SOME GAMES SHOWN MAY NOT YET BE RELEASED.
 Inter-Mediate Ltd. Reg. Office:
 2 South Block, The Maltings,
 Sawbridgeworth, Herts CM21 9PG.

Win £200 to spend at Special Reserve

Members only. See catalogue for details.

WE ONLY SUPPLY MEMBERS BUT YOU CAN ORDER AS YOU JOIN. THERE IS A SURCHARGE OF 50p PER GAME ON TELEPHONED ORDERS. (PLEASE PRINT IN BLOCK CAPITALS) **AMFORM 18**

Name _____

Address _____

Postcode _____

Telephone _____ Machine type _____

Enter membership number (if applicable) or Membership fee £6 UK, £8 EEC, £10 World

item _____

item _____

item _____

item _____

ALL PRICES INCLUDE UK POSTAGE & VAT £

Cheque/P.O./Access/Mastercard/Switch/Visa

Credit card expiry date _____ Switch Issue Number _____

Cheques payable to: **SPECIAL RESERVE**

P.O. BOX 847, HARLOW, CM21 9PH

Overseas Orders: EEC software orders - no extra charge
 World software orders please add £1.00 per item.

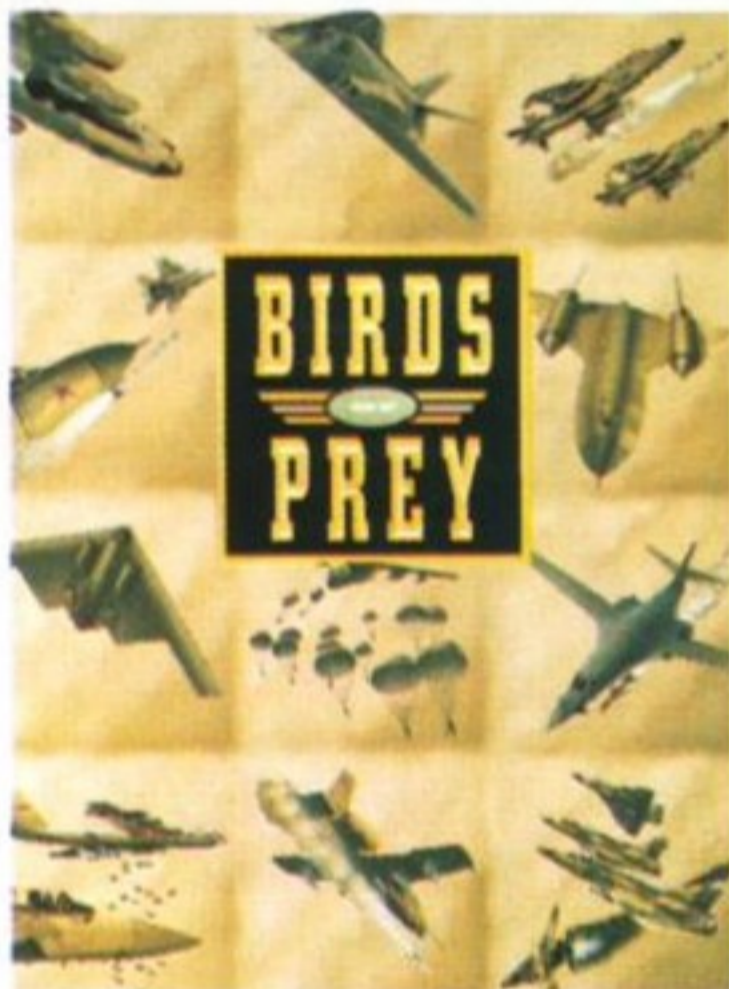
Non-software items please add 10% EEC or 25% World.
 Overseas orders must be paid by credit card.

FORTY BIRDS AND

UNLIMITED PREY

If there's a modern military aircraft not included in Birds of Prey, it's probably not worth flying.

So whether you choose to be a Western or a Soviet pilot,



£34.99

flying a fighter or a bomber you can do it all in one game.

Each of the different mission types, ranging from Aerial Reconnaissance and Interception to Bombing Raids and Troop Drops is open-ended. The possibilities are unlimited.

Choose from a vast array of military might including the F-117A Stealth Fighter, the Tornado F Mk. 3, the BAC Harrier Gr Mk.3 and the Mig-29 Fulcrum, 40 planes in total.

Whichever you opt for, you'll be confronted by a frighteningly accurate simulation of state-of-the-art warfare.

And whichever mission you choose, you'll find yourself flying into a real-world environment of continuous action taking place on land and sea.

Before you take off however, you must plot the positions of your enemies and conjure up strategies to destroy them. Then you arm your aircraft from a bewildering array of hi-tech weaponry.

Once in the air, complex mathematics calculate the maximum limits your choice of aircraft could realistically attain, given it's weight, payload and aerodynamics.

Four years in the making, Argonaut Software have devised what Jez San describes as "the most realistic and dynamic world ever created".

Take off.

Available late December for Amiga with 1 MB req.



ARGONAUT
Software Ltd.





ELECTRONIC ARTS™

Electronic Arts, Langley Business Centre, 11-49 Station Road, Langley, Berks SL3 8YN, Tel: 0753 549442, Fax: 0753 546672



IN A REFLECTIVE END-of-the-year mood, we thought it would be interesting to discover how much the Amiga has dominated the leisure-computing scene in 1991. This industry is very aware of change, because if they miss out or they're too slow catching on - and there's been many cases of this over the last decade - the end can come very quickly.

Underlying this is the constant belief that sooner or later computing is going to become a proper mass interest thing: like hi-fi or video. In Japan, we are told, there's a games console by the video and TV in almost every household. Will that happen over here? And if so, what kind of machine is it that will be there?

Talk nowadays is of PC-compatible computers and games consoles. PCs are the standard business computer. There's millions of them all over the country and adults are increasingly buying them, perhaps to bring work home to but also to keep the kids entertained. Wisdom in the UK leisure-computing industry is that PC games are going to become big.

Games consoles: well, if you just want to play arcade games at home, what could be better? They are cheapish, easy to use, games come on cartridges (uncopyable in the home: an advantage for the industry). They are readily available through a toyshop, and a new generation of consoles, based around Compact Discs offering a whole lot more than just games, are on the way.

So these are the things concerning the industry. And in the meantime, what happened that almost caught them all by surprise? The Year of the Amiga, that's what.

It started about the middle of last year. The *Batman* pack for Christmas 1989 brought larger numbers of new Amiga owners into the fold than ever. Growth continued and the Amiga was coming into late 1990 looking like a hot favourite to be the biggest-selling computer of the big-buying season.

Whereas before, many games had been developed on the 16-colour ST and then ported to the Amiga, now developers were working on the Amiga with full 32-colour game graphics and stereo-sampled sound, then porting cut-down versions over to the Atari.

In March 1991, the first 1Mb Amiga pack was announced. By the middle of the year, more than 500,000 people in the UK owned Amigas. And throughout the year, sales of Amiga games dominated the charts, making up as much as 30 per cent of all games sold.

This Christmas, the Amiga - and the *Cartoon Classics* pack - is expected to outsell all other home computers. There will be more than 200,000 new Amiga owners by Spring 1992, bringing the UK total to more than 700,000. But what about in the future?

Throughout the industry, it's widely agreed this was the year of the Amiga: so much so that the industry newspaper *Computer Trade Weekly* devoted a special issue to contemplating its success. Yet even that was concerned not simply with analysing the past: the other question was how long could the Amiga last, and what would be next?

Yes, you guessed it: more discussions of PCs and consoles. These dominate the thinking of the UK software industry. Console manufacturers like Sega and Nintendo, who previously kept tight control over who wrote software for their machines, have opened things up so console versions of big Amiga games (*Lemmings* for instance) are now a possibility. And everyone's doing PC versions. Not selling them in quantity, maybe: but doing them anyway.

Now I know I'm pretty biased, but I reckon the Amiga has now, finally, arrived in its rightful position at the top of the tree, and it's not going to disappear again overnight. Used to rapid changes in technology, the computing industry forgets the Amiga has been around since 1985, and it's taken six years for its support to grow and flourish to the current position. Now it's here, it's going to stay.

But what about those rival machines. Would an Amiga owner prefer a games console? I don't think so. Sure, most Amiga owners play games, that's usually the main reason they have one. But the Amiga is more than a games machine: for years every Amiga sold has come with one version or another of *Deluxe Paint*, an example of creative potential of a real home computer. And a real computer with a real keyboard is so much more useful than a mere games machine.

Will people prefer to buy PCs for the home? Well PCs are an archaic technology, not half as sophisticated as the Amiga. PCs are getting cheaper: but only with the expensive VGA graphics standard can you get games to rival the Amiga's. Even then, you have to worry about extra plug-in cards to get decent stereo, and there's no one standard. Amiga business software can take files from all the standard PC word processors, databases and spreadsheets and all you need is a £25 program called *CrossDOS* for the Amiga to be able to read the data straight from a PC-disk. The Workbench 2 operating system in new Amigas is as good as the expensive add-on Windows system on the PC: and all serious software works with it. The PC simply cannot compete in terms of price for performance.

So what of the future? Can we set a date on how long the Amiga will last? The Amiga is the Last of the Home Computers. The three 8-bit machines, the Spectrum, the Amstrad CPC and the Commodore 64, are growing old and fading, along with the waning Atari ST. The worriers are, in a sense, right: consoles will grow in popularity and PCs will get cheaper, more flexible and useable, and begin to sell for use in the home. But this will make the Amiga stronger, not weaker.

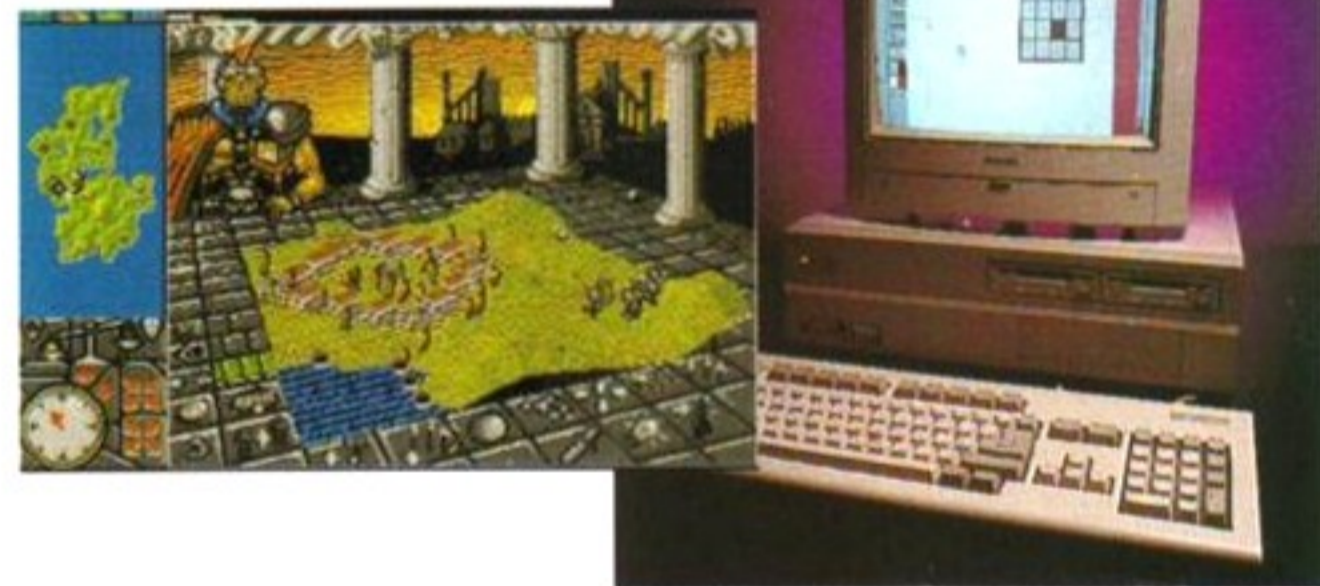
Because a standard PC of some kind is going to take over, no-one is ever again likely to develop a computer targeted specifically at use in the home. The Amiga is the last home computer. Since it's currently also the best small computer, and people want to buy computers not games machines, that means it's going to be around for a while. And if it keeps improving - which on the evidence of this last year, it is doing faster than ever before - it's going to be at the top for even longer. Here's to an excellent 1992!

It's been a big year for the Amiga. Not only has it come to dominate the home computer industry in Britain, but it's also undergone some immense changes for the better. **Damien Noonan** encourages you to sit back, relax and reflect with him on the year's biggest events, both for the Amiga and for the computer industry in general...

The year

JANUARY

A1500 'PHC' goes on sale. Bullfrog's *Powermonger* out.



FEBRUARY

Over 500,000 Amigas in the UK. *Lemmings* is Game of the Year.

MARCH

Amiga goes 1Mb at no extra cost with new Screen Gems pack. *SWIV* blasts to the fore.



APRIL

Amiga Shopper and *Amiga Power* launch. EA swing out with *PGA Tour Golf*.



THE YEAR AMIGA FORMAT HAD KIDS...

1991 saw the launch of two new Amiga magazines. First was *Amiga Shopper*, the magazine that's serious about your Amiga, with its snubbing of game reviews, its in-depth coverage of serious software, its comprehensive hardware and software buyers' guides and commitment to answering your problems. It costs 99p a month, but you don't get colour! Then came the bouncing young *Amiga Power*, the magazine with attitude, committed to proper, sensible game reviews, heaps of tips: and making its mark as the most readable and trustworthy of the games-only magazines. £2.95 gets you a Coverdisk containing demos and full games.

THE YEAR AMIGA FORMAT TOOK ON THE WORLD!

In the middle of the year *Amiga Format* became the best-selling Amiga magazine in the whole wide world when its official, independently-audited circulation topped 115,000 copies a month. We were the very first home computer magazine ever to achieve sales like that for many a year, and we're still growing fast.

What's more, in an independent survey that was conducted by the trade magazine, *Computer Trade Weekly*, *Amiga Format* was voted the magazine that most helped shops decide what to stock, so our reviews are the most trustworthy in the industry. What more can you say?

THE YEAR AMIGA FORMAT GAVE THE GAME AWAY!

We pioneered a new idea when we gave away the 3D classic *Interphase*. The reaction from the industry was of concern: if AF gave you games worth £30 for nothing, who'd buy theirs? An agreement was reached and we were prevented from doing it again: but not before we'd given you *Balance of Power*, *Archipelagos* and *Vaxine!* Once again we've gone a step towards better value with this month's inclusion of top music and graphics software worth £160 in the Sound and Vision package.

r of the Amiga



MAY CDTV goes on sale.
Secret of Monkey Island revealed!


SEPTEMBER

Deluxe Paint IV goes on sale.
Jimmy White's Snooker hits the spot.


AMIGA ADVANCES OF 1991

It's been the most exciting year for the Amiga since it was launched. Here's the five events we think were the most significant...

1. The A500 Plus, October 1991

Not launched, it just appeared: probably because Commodore see it as simply a new version. The entry-level Amiga now has 1 Megabyte of RAM on board, the new improved Workbench 2 and the Enhanced Chip Set (ECS) for even better graphics. A world-beating system. And we covered it in full last issue.

2. The CD Amiga, April 1991

The CDTV is basically a CD Amiga, but we're still waiting for the CD drive for the A500, now expected March 1992. Compact disc technology is the future of computer-based entertainment and really does promise great things. It's a glimpse into the future. Get more info on Page 30.

3. True Colour, Spring 1991

The Amiga's wider talents for serious use are mainly in its graphics power, and if it wasn't to be left behind it needed True Colour. More shades than the human eye could perceive are now available, mostly priced for professional use but also in a cheap version. The whole story on Page 34.

4. Deluxe Paint IV, September 1991

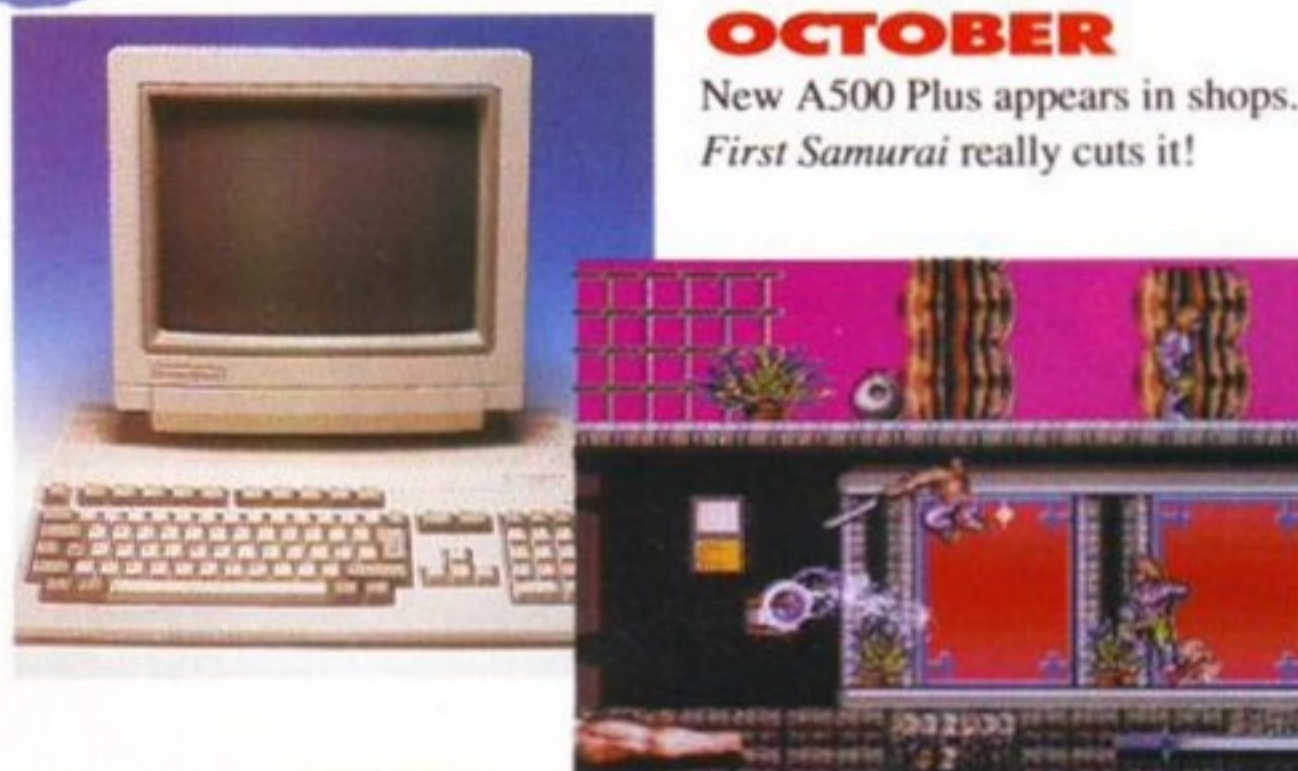
Deluxe Paint is the most widely-used program of all outside games, and probably including them. The world-beater set a new standard in its latest version with the ability to use 4,096 colours in HAM mode as well as all the usual. The biggest software release of the year.

5. Cartoon Classics pack, July 1991

Definitely the best Amiga pack ever to go on sale, including at first a free RAM expansion to 1Mb and then the A500 Plus, as well as the truly superior *Deluxe Paint III*, the amazing hit of the year *Lemmings* and top names Bart Simpson and Captain Planet. What a combination!

JUNE

No more free games from mags.
Eye of the Beholder looks good.


OCTOBER

New A500 Plus appears in shops.
First Samurai really cuts it!

AMIGA presents



15 - 17 November 1991


NOVEMBER

Amiga Format presents the World of Commodore Show: what a success!
Robocod: Xmas no 1?

DECEMBER

Amiga Format's Sound and Vision breaks new ground
Populous 2: Xmas no 1?


JULY

True Colour really arrives.
Cybercon III: last 3D epic?


AUGUST

Cartoon Classics announced.
Good god: it's *Mega-lo-Mania!*



**When You're
SERIOUS
About Your
Amiga...**

**Get Serious.
Get To Know Us.**

GOLD DISK - Serious Software For The Amiga.

When it comes to productivity software, Gold Disk can provide everything you need. We are the leaders and we got there by providing the most professional products for the job. If you want to unleash some of the real power of your Amiga computer, we can help. If you're ready to get serious, you're ready for Gold Disk.

Professional Page 2.0 *the best gets better*

Desktop Publishing. For everything from a note to a newsletter to advertisements like this, Professional Page 2.0 can make your task easier, and your output more professional. Outline fonts. Text and graphic rotation. Style tags. Built-in word processor/ spell checker. Pantone and 24-bit colour support. And continual refinement keeps Professional Page on top. "...The best all round workhorse has got to be Pro Page 2.0. It's solid and totally trouble free." - Amiga Format 3/91.



ShowMaker *the complete desktop video solution*

ShowMaker makes it easy to create exciting video productions right on the desktop. Whether you simply need to sequence animations, or you need to integrate full motion video with Toaster effects and MIDI, ShowMaker can make you a professional. And it's PAL compatible. "For independent producers, ShowMaker is a big step forward." - Television Broadcast magazine 7/90.

HyperBook *free-form personal information manager*

HyperBook is the ultimate Amiga tool for quickly and easily managing information and creating interactive presentations. Simply by pointing and clicking you can create applications like personalized appointment calenders, business presentations with interactive charts and graphs, and free-form educational teaching "books". "Value: Excellent. Nothing else on the market comes close." - Amiga Format 4/91.

Gold Disk Office *complete integrated business package*

Gold Disk Office is everything you need to succeed in business or set up a great home office: Powerful Spreadsheet, Graphing program, Database, Word Processor with English Spell Checker, and Desktop Publishing program. All the programs in Gold Disk Office are designed to work together and take full advantage of the Amiga's powerful multitasking. "...A package of five separate and powerful business programs that are as easy to use as they are to buy." - Amiga World 2/91.

These are just four of a complete and growing line of professional grade software from Gold Disk. Also look for The Advantage spreadsheet, MediaShow presentation package, PageSetter home publisher, TransWrite high performance word processor, Gold Disk Type outline fonts, and others.



GOLD DISK

This document produced with Professional Page 2.0

If your dealer doesn't have the Gold Disk product you need, tell him to contact these authorized distributors:

Centresoft/IBD	021 625 3388
HBM	0753 686000
SDL	081 300 3399

**...GOLD DISK
Has
Everything
You Need.**

AVAILABLE FROM ALL GOOD COMPUTER DEALERS/STOCKISTS

Deluxe Work Centre

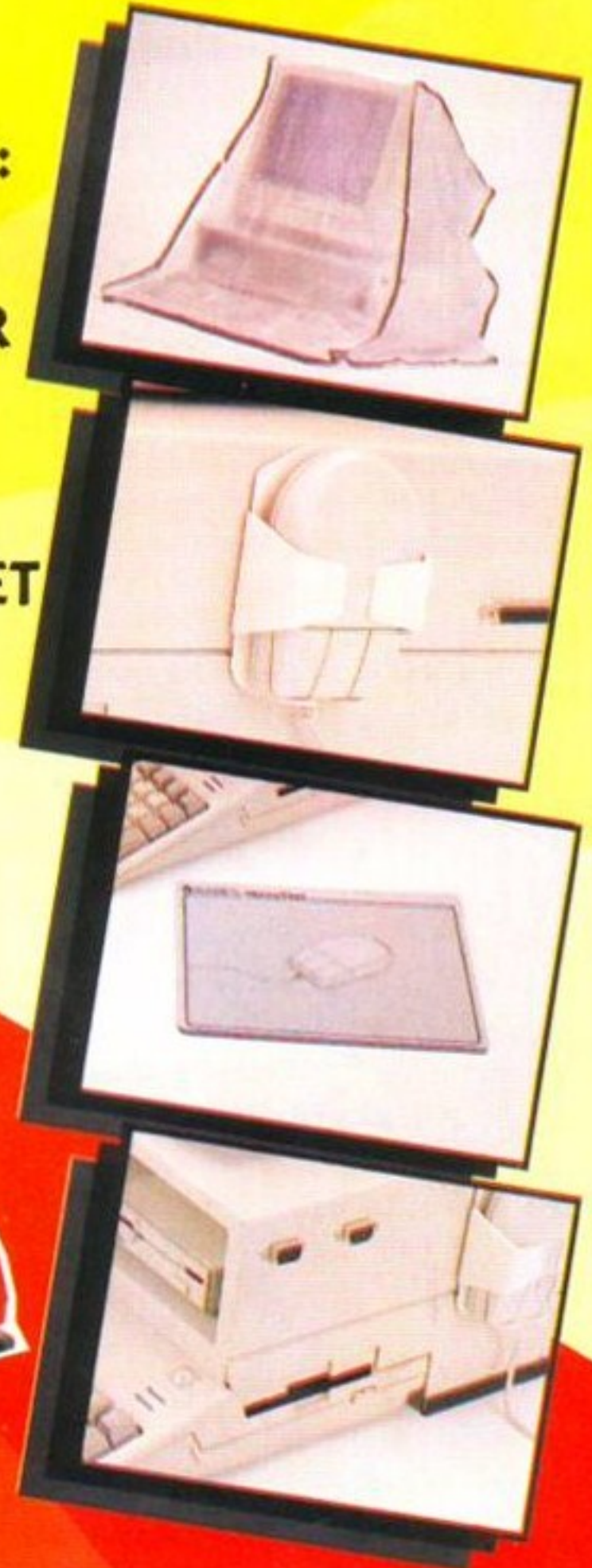
RSD
CONNECTIONS
LTD

AMIGA
500

THE IDEAL COMPANION FOR YOUR AMIGA 500



PACK INCLUDES:
DUST COVER
MOUSE HOLDER
MOUSE PAD
JOYSTICK/
MOUSE CABLE SET



MANUFACTURERS, SUPPLIERS OF
COMPUTER CABLES,
PERIPHERALS AND ACCESSORIES

Deluxe Work Centre

RSD
CONNECTIONS
LTD

AMIGA
500

THE IDEAL COMPANION FOR YOUR AMIGA 500

RSD CONNECTIONS,
MEAD BUSINESS CENTRE, MEAD LANE,
HERTFORD, ENGLAND. SG13 7AG
TEL: 0992 584205 FAX: 0992 584207

This advert is an exact reproduction of the packaging
used on the Deluxe Work Centre



If unavailable contact us direct SRP £49.95 inc VAT
Allow 7 days delivery p+p extra £4.50



"IS THIS THE FUTURE of home entertainment?" we asked on the cover of Issue 24, when *Amiga Format* was the only computer magazine in the UK to get its hands on a CDTV and find out what it did. The CDTV could be more important for the future of home computing than anything that happened in 1991: and it could be crucial for the Amiga.

In case you don't know what a CDTV is, we'll recap. On the outside, it's a smart, sleek black box a bit like a video recorder. On the inside, it contains the workings of an Amiga 500 but with two major differences: instead of a keyboard there's an infra-red remote control and instead of an ordinary disk drive, there's a Compact Disc mechanism.

Apart from being able to play music CDs, like any CD player, the CDTV can also use software stored on CD. This is still just Amiga software: but the difference is the amount of it you can fit on. A normal floppy disk for the Amiga holds 880K, a CD can store about 550 Megabytes of data. That's equivalent to 640 floppies. And remember, because CDs use digital information, they're ideal for computer use.

So what use is all this extra space? Well, for certain purposes, none at all. Arcade style games, like *Rainbow Islands*, *Robocod* or *First Samurai*, are designed very cleverly to work within the limits of RAM, the internal memory storage area of the computer, and wouldn't gain greatly by having lots of extra room.

But anything that is very dependent on graphics and text while not being too dependent on speed – and the obvious example is adventure games, like *The Secret of Monkey Island* – will easily be able to take advantage of all the extra space. With 550 Megabytes to play with, you have room for heaps more pictures, animations, text and even sampled sounds. And this opens enormous possibilities.

It would always have been possible on a computer as powerful as the Amiga to have, for example, an encyclopaedia of wildlife that when you looked up 'Aardvark' would tell you all you need to know in words, while also being able to show you an animation of the creature wandering through its natural habitat and playing a recording of the gloopy noises it makes while feeding. But you'd have run out of disk space before you ever got to Ant, never mind Badger or Camel. To do the whole lot properly you'd probably need all those 640 floppy disks: and never mind the cost, even finding the disk with the Aardvark on would be an absolute nightmare.

So CD storage has the advantage of very high capacity, which makes it possible to do things on a computer you might previously only have done in a book. But it also has the advantages of what's known as 'multimedia', which any computer guru will tell you is the Next Big Thing in computing. The essence of this is computers are better at sorting through and finding information than humble humans.

It brings all the advantages of the boring old computer database to interesting uses. So, for instance, while you could simply browse through your Animal Encyclopaedia from A to Z, you could also use it to pick out things of

interest. If you wanted to know about animals that live in Australia, or mammals that lay eggs, you could get it to pick those out.

Or if you know that a particular animal looks a bit like a horse with a big nose, but you can't remember what it's called, you could look through pictures of horse-like creatures until you find the one you want, then find out all about it. And the beauty of doing it with a computer is that a well-designed program can make it all easy, presenting information on the screen as words or as pictures, for you to find your way through just by pointing at the thing you want.

The bare bones of it may not sound entirely thrilling, but the potential for CD-based computer software is enormous. CD-ROM, as it's known (ROM means 'read-only memory' and is just stuff stored on disk that you will use but not actually change) has been growing quietly for some time. You've been able to buy, for example, a whole year's worth of *Guardian* or *Times* articles on CD-ROM. Trouble is, you'd need an expensive drive and a PC to plug it into, and all you get is text.

CD is now about to take off in a big, big way. Both the CDTV from Commodore and the forthcoming CDI system from Philips represent one end of the market, aimed at non-computer users. That's why the CDTV pretends to be a video player: the idea is that people will see it as either a kind of video book, or as an 'interactive entertainment': in other words, a video you take part in rather than just sitting back and watching. They don't need to know about it being a computer.

The exciting thing for all us Amiga fans is that we'll get our slice of the action. Early in 1992, the A690 CD-ROM drive for the Amiga will go on sale, meaning we can run any CDTV software. This will not only make the Amiga the first home computer to have CD, it also means that we will have ready and waiting the largest range of CD-based software there is: the CDTV range.

And when the CD-ROM drive for the Amiga appears, we Amiga owners will not only be at the spearhead of the CD revolution with the first home computer to have CD: we could also decide its future. CD games in particular, if they're to fulfil the potential, are going to be expensive to produce. What the games publishers need to know is whether they can sell enough copies to justify the investment. The fact that you can't pirate CD games will help: but that's not the whole story.

A weird new idea like CDTV is going to take a while to catch on with the general public. So far, despite a massive ad campaign, less than 6,000 CDTVs have been bought in the UK. But with 700,000 Amiga owners out there, that's a real market: and as soon as the Amiga gets CD, the game producers will be jumping onto the bandwagon.

It's going to be expensive, at around £300 for the CD drive. But it could be worth it, to be there when it happens. When the CD drive appears we'll bring you the whole story. In the meantime if you want to know more get hold of Issue 24 from our back issues department and have a good read. See you in the future!

Here's just some examples of what CD software is like...



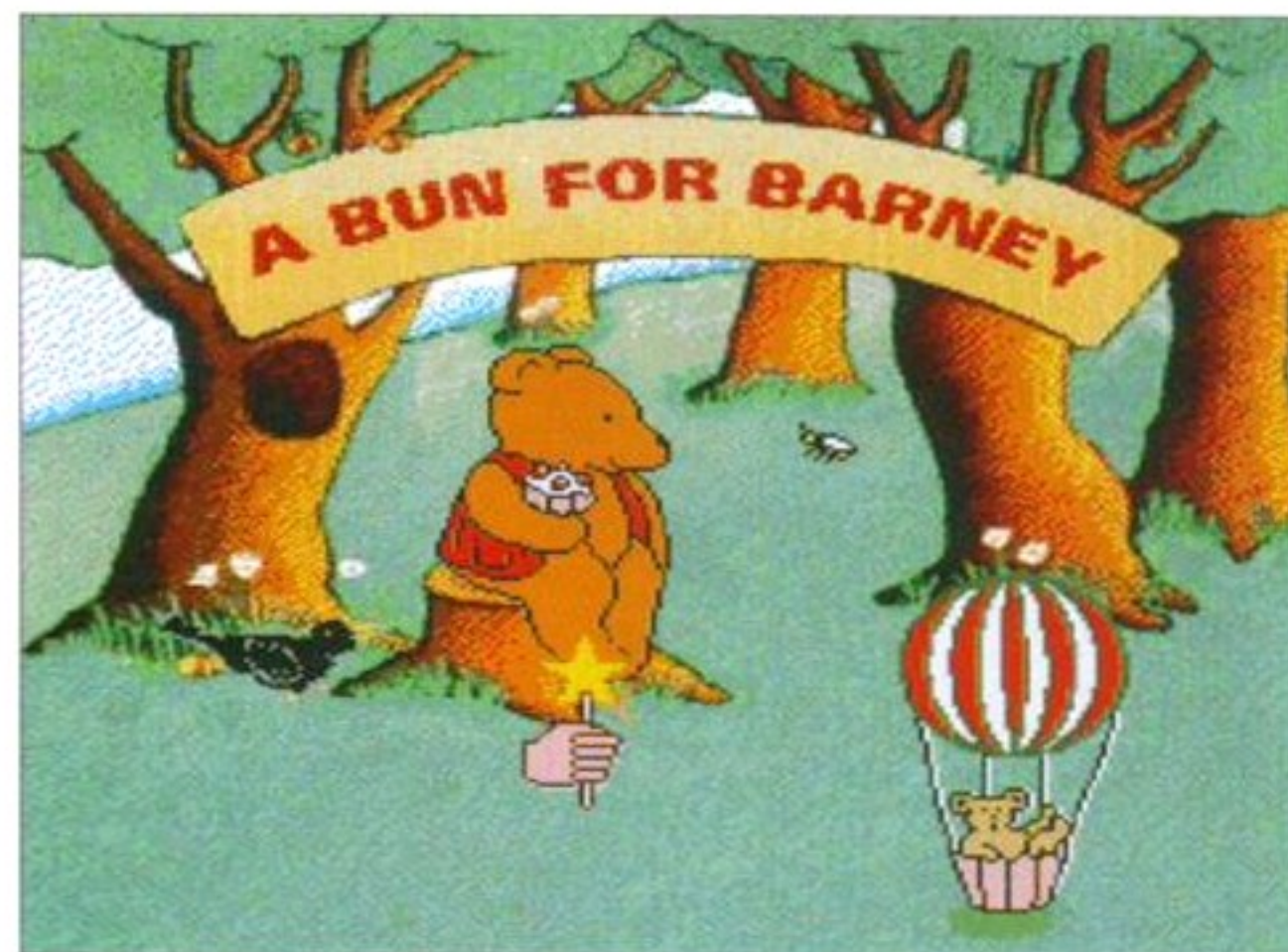
INTERACTIVE MOVIES

They're coming, but not just yet. Best example so far is On-Line's *Psycho Killer*, which uses digitised photographs and hi-fi soundtrack. The game's a bit lacking in play, but it was developed entirely on the Amiga with their desktop video system and shows how easy it could be to create some real movie-like games. Look out too for their *Hound of the Baskervilles*, a much better attempt.



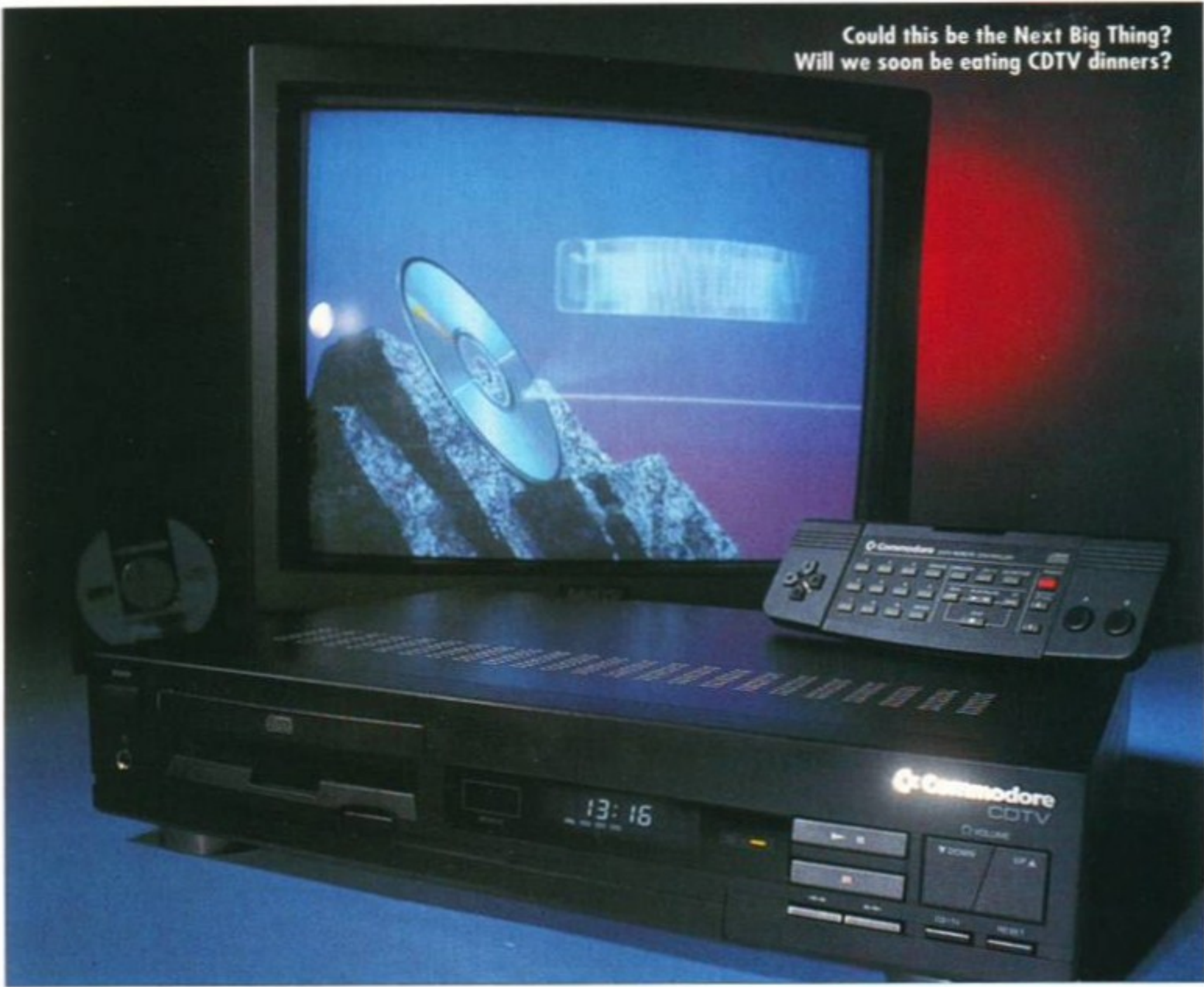
The year of

The CDTV finally went on sale in June after months of delays and speculation. It doesn't look remotely like an Amiga, but really it is: and as **Damien Noonan** explains, it's what CDTV could give back to the Amiga that makes it so exciting...



INTERACTIVE KIDS' BOOKS

A Bun for Barney is narrated by ex-Doctor Who actor Tom Baker and takes the form of a kind of point-and-click adventure for children. There's some lovely graphics and sound, with interesting surprises from the interactive element.



EDUCATION

There's plenty of colouring books and the like for kids, as well as the *Fun School 3* and *4* series, but these don't go far beyond the Amiga equivalents. More exciting is Virgin's *North Polar* expedition, a phenomenal interactive replay of a genuine exploration with heaps of educational value.

KID'S BOOKS

The Tale of Peter Rabbit is just one example of story-books presented with nice graphics and narration: individual words can be spelt out and explained.

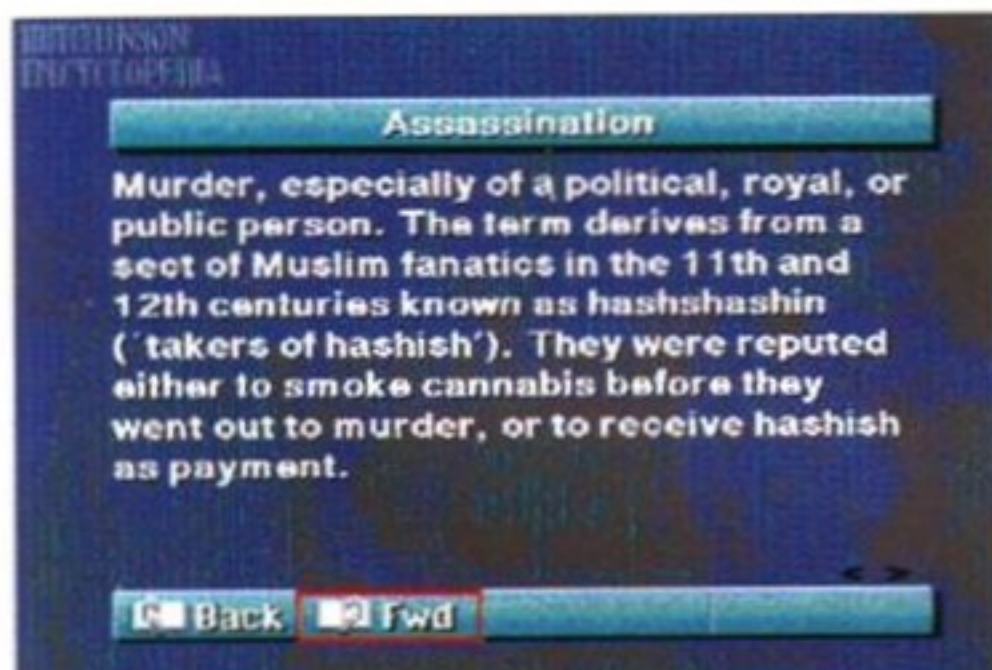
f the Compact Disc



AMIGA FORMAT

31

JANUARY 1992



REFERENCE BOOKS

The *Hutchinson's Encyclopaedia*, one of two CDs you get free with the £499 CDTV, shows how graphics and sound samples make reference more interesting. Atlases, other encyclopaedias and cookery books are other examples.



GRAPHICS

CD storage has great potential for providing large quantities of raw material, as with the CDTV collection of Eadward Muybridge's famous stop-motion photographs of moving people, a really excellent source for animators.

ORDINARY BOOKS

Advanced Military Systems is a graphics-led coffee-table book on military hardware. Other less convincing examples of the genre include the complete works of Shakespeare and the Bible.

AMIGA GAMES PLUS

Sim City for the CDTV is a good example: it's basically the game we had on the Amiga, but reworked with some new ideas. It also features what will become common on CD games: proper hi-fi sound, recorded in a studio, playing in the background.

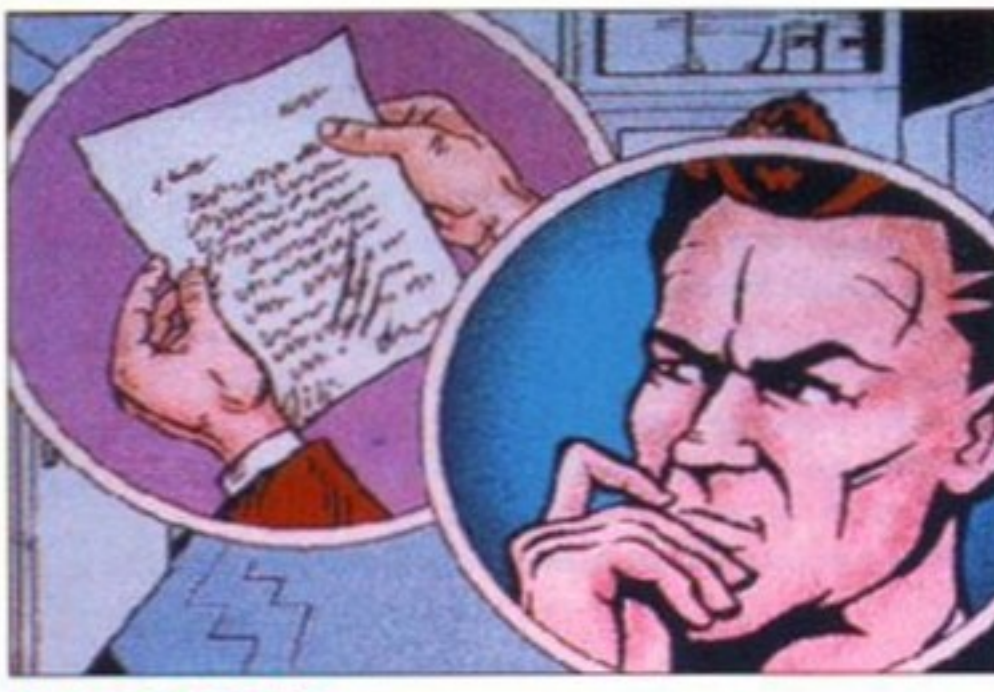
KARAOKE

The CDTV is already being sold as the complete Karaoke machine. There's a whole collection of discs with song tracks on and the words are presented on screen for you to follow.



AMIGA GAMES

Ports of Amiga games will be common in the early days and won't interest Amiga owners too much. *Lemmings* comes free with the CDTV, other popular titles include *Xenon 2* and the *Falcon* flight sims.



CD GAMES

The Case of the Cautious Condor is the best example to date, a graphic adventure that was a huge hit on the weird Japanese FM Towns computer. *Secret of Monkey Island 2* on CDTV is one of our high hopes.

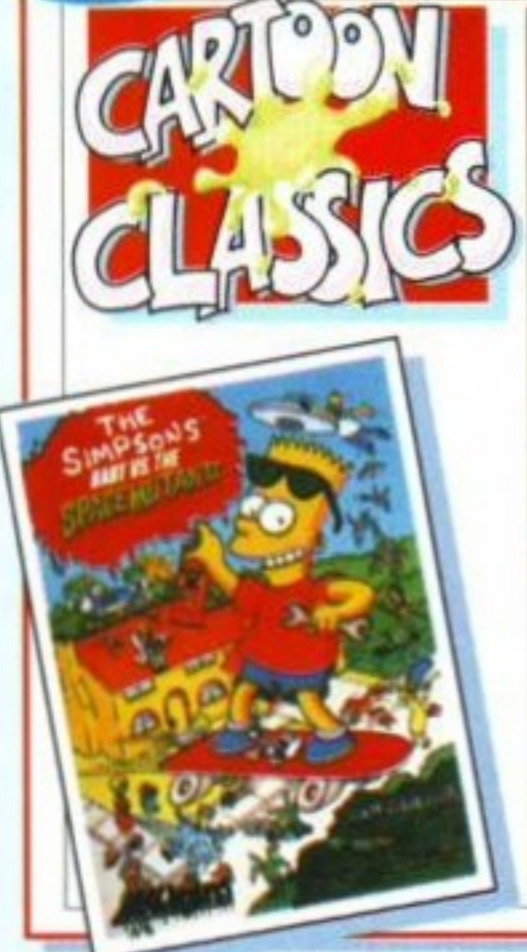


MUSIC

CDTV can play audio and CD+Graphics discs. There's the potential with stuff like CD-Remix, allowing you to loop sections of CD tracks for megamixes!

NEW PACK INCLUDES THE SIMPSONS!!!

CARTOON CLASSICS



AMIGA 1Mb. CARTOON CLASSICS PACK
 This Great New Pack from Commodore offers everything for ALL THE FAMILY. A Great Computer with some Brilliant Games featuring the latest CARTOON HITS...
AMIGA A500* COMPUTER with (Complete with Mouse, Leads, Manuals etc as listed * left)
A501 RAM UPGRADE, OFFICIAL COMMODORE 8.5Mb. Extra Memory Module
 Plus **CARTOON CLASSICS** THE SIMPSONS Bart V The Space Mutants CAPTAIN PLANET and The Planeteers LEMMINGS The Lemmings Game of 1991 DELUXE PAINT III Art and Animation in use!
 Only... **£364.99**
 BUY A SORCERERS PACK TOO!

PRINTERS

star MERLIN EXPRESS ARE A STAR REGISTERED DEALER
STAR PRINTER RANGE

NEW STAR LC 20 MONO £145.99
 Replacement for the ever popular LC10, this new printer is 25% FASTER - 150/38cps and has new push button controls. Released for Europe approx 12mth ago so it's well proven.
LC 200 COLOUR £199.99
 9 Pin Dot Matrix, 240 x 240dpi, 185/40cps
LC 24/200 MONO £229.99
 24 Pin Dot Matrix, 360 x 360dpi, 220/55cps
LC 24/200 COLOUR £269.99
 24 Pin Dot Matrix, 360 x 360dpi, 220/25cps
NEW XB 24/200 COLOUR £379.99
 24 Pin Dot Matrix, 360 x 360dpi, 275/80cps, 29K Buffer, exceptional 4x48 pin dpi super letter quality fonts, 14x24 pin dpi near letter quality fonts. QUALITY PRINT ALL THE WAY!
NEW XB 24/250 Wide Carr. COL. £454.99
 Specification as the XB 24/200 above but with a massive 76K buffer and featuring a wider carriage for those applications that need it.
NEW STARJET SJ-48 InkJet £249.99
 Near silent printer similar to the BJ10e Bubble but with Epson LQ/IBM Proprinter emulations. 360dpi, 100cps, 28K Buffer. Fantastic Print!!!

LASERPRINTER 4 £749.99
 Fully HP-IIP & Epson compatible, 300dpi, 1Mb. mem.(exp. to 5Mb.) serial/parallel, 14 fonts, RISC processor, with full 1yrs on site maint.
LASERPRINTER 4 STARSRIPT £1099.99
 As above, but with Stars Postscript, 2Mb Mem, 14+35 fonts, Appletalk Int, 1yrs on site maint.

Printer	LC10/20/200	LC24-200	LC24-10	XB24-200/250
Shi Feeder	£69.99	£69.99	£69.99	£99/£149
Buffer U/G	N/A	£32.99	£64.99	£32.99
Font Cards	N/A	£27.99	£54.99	£27.99

Please state printer model when ordering



FREE FROM MERLIN WITH ALL PRINTERS
 Your choice of EITHER a FREE DUST COVER or a FREE 2 PART PRINTER STAND (Except Star Lasers & Citizen PN48) plus you also get a FREE CONNECTING CABLE with EVERY PRINTER PURCHASED!!!

CITIZEN Citizen Printers carry a two year warranty.
 Authorised Dealer PLUS

CITIZEN PRINTER RANGE
120D+ MONO £139.99
 9 Pin Dot Matrix, 240 x 240 dpi, 120/25cps
124D MONO £184.99
 24 Pin Dot Matrix, 360 x 360 dpi, cps
SWIFT 9 MONO £189.99
 9 Pin Dot Matrix, 240 x 240 dpi, 160/40cps
SWIFT 9 COLOUR £219.99
 9 Pin Dot Matrix, 240 x 240 dpi, 120/25cps
SWIFT 24 MONO £239.99
SWIFT 24 COLOUR £259.99
SPECIAL LOW PRICES WHILST STOCKS LAST

NEW CITIZEN 224 MONO £219.99
 24 Pin Dot Matrix, 360 x 360 dpi, 160/53cps
 3NLQ & 1Draft Font, 8K Buffer, 2Yr Warranty
NEW CITIZEN 224 COLOUR £249.99
 Colour Version of the New 224 Mono above
NEW CITIZEN SWIFT 24E COLOUR £279.99
 24 Pin Dot Matrix, 360 x 360 dpi, 180/60cps
 6NLQ & 1Draft Font, 8K Buffer, 2Yr Warranty, LCD Control Panel, superb paper handling!!!
PN 48 'NOTEBOOK' PORTABLE £269.99

120D+ Cut Sheet Feeder £74.99
124D, Swift 9/24 Semi-auto Shi. Feeder £44.99
124D, Swift 9/24 Auto-Sheet Feeder £94.99
124D, Swift 9/24 Printer Stand £24.99
124D, Swift 24 - 32K RAM Expansion £13.99
 Font Cards Swift 24 (Any of 6) £39.99ea

CITIZEN STARTUP PACK
 Buy 200 Sheets Continuous A4 Paper, 5 Continuous Envelopes, 100 Continuous Address Labels, 1 Printer Driver Disk.
ONLY £9.95 WITH ANY CITIZEN!

GENUINE RIBBONS

	5 Pack Mono	5 Pack Mono	5 Pack Colour	5 Pack Colour
Star LC10/20	£4.75	£19.95	£5.95	£27.95
Star LC200	£5.49	£29.95	£12.49	£59.95
Star LC 24/200	£6.99	£32.99	£12.99	£59.95
Star XB Printers	£6.99	£32.99	£12.99	£59.95
Citizen 120D+/Swift 9 Mono	£4.99 each or	£22.95 for 5 Pack		
Citizen 124D/Swift 24 Mono	£4.99 each or	£22.95 for 5 Pack		
Citizen Swift 9 and 24 Colour	£16.45 each or	£76.95 for 5 Pack		

SORCERERS PACKS

CUSTOMIZE YOUR OWN EXCLUSIVE AMIGA BUNDLE WITH MERLINS UNIQUE SORCERERS PACKS AND... SAVE £££'S
 JUST RIGHT FOR CHRISTMAS AND YOU CHOOSE WHAT TO HAVE... From our simple Pack 1 to our extensive Pack 4 that gives you everything!!! AND... because YOU have a choice, you don't end up with lots of items you don't really want. With some bundles you see advertised you have to take what you get, with Merlin you don't!!!

SORCERERS PACK 1
1 Quality Mouse Mat, Quality Thick Vinyl Amiga Dust Cover, Quality Guaranteed Joystick and Ten Blank Disks in a Vinyl Disk Library Case **1**
 The ideal starter pack! **£19.99**

SORCERERS PACK 2
2 10 GREAT GAMES FOR ALL THE FAMILY... Datastorm, Dungeon Quest, E-Motion, Grand Monster Slam, Shufflepuck Cafe, Kid Gloves, Powerplay, RVF Honda, Microprose Soccer, Tower of Babel **2**
 10 Great Games with a total value of £224.50 ONLY! **£25**

SORCERERS PACK 3
3 EXCLUSIVE TO MERLIN **3**
15 GREAT QUALITY AMIGA TITLES FROM PROFESSIONAL SOFTWARE HOUSES (Not Cheap PD software!) AT A LOW PRICE!!!
£29.95

SORCERERS PACK 4
4 BUY TWO PACKS! **1** + **3** = **4**
 That's Right Packs... And all at an incredible Special Merlin Price...
JUST... £34.99

TOP SOFTWARE TITLE OFFER
S TOP SOFTWARE **S**
 ALL THE LATEST GAMES AS THEY'RE RELEASED BUT AT DISCOUNT PRICES WHEN BOUGHT WITH A MERLIN AMIGA PACKAGE... YOU CAN SAVE AGAIN!!!

Now you can buy one of the LATEST NEW SOFTWARE RELEASES from the top software companies... AND ALL AT A DISCOUNT!!! For example if you would like to buy a top games title WITH an Amiga from Merlin we will only charge you as follows...
ANY title with an rrp of £24.99 - YOU PAY JUST £16.99!!!
ANY title with an rrp of £29.99 - YOU PAY JUST £19.99!!!
ANY title with an rrp of £34.99 - YOU PAY JUST £22.99!!!
 Buy as many GAMES as you like! We can supply any GAME that's published (subject to availability), so call us NOW to enquire about your next order!
 Sorcerers Packs and associated offers are only available at the prices shown when purchased with an Amiga (of any type), please ring and ask for prices if you wish to purchase separately from Amigas.

MONEY BACK!!!

Merlin's WIN YOUR MONEY BACK... LEAP FREE ENTRY!!! YEAR 92 COMPETITION
 Only from Merlin!

Every time you place an order with Merlin Express you will be sent an entry form asking three simple competition questions, plus your answer to a tie breaker (in not more than 12 words). "The Magic of Merlin is.....". All entrants getting the three questions correct will then be judged on their tie breaker answers, the best ten will be judged on "LEAP YEARS DAY" (29th February 1992) by Amiga Format to decide the winner. And... it will only cost YOU the price of a stamp! Should you win, you will receive a voucher redeemable at Merlin for the total value of the MOST EXPENSIVE SINGLE ITEM* within your order! (eg. If you purchased an Amiga Cartoon Classic Pack and a Philips Monitor you could win vouchers to the value of your Amiga, some £369.99!!!).

WIN UP TO £609.99* 'MONEY BACK!!!'
COMPETITION RULES AND CONDITIONS:
 *Offer applies to all advertised goods with the exception of Commodore's Amiga 1500 product range & Star's Laser Printers. You will receive ONE ENTRY per complete order placed between 1st Nov. 1991 and 31st Jan. 1992. The winner will be decided on 29th Feb. 1992 (Leap Years Day) by Amiga Format Magazine who will act as judges. Their decision will be binding and final; no correspondence will be entered into. The prize will take the form of vouchers redeemable at Merlin for ANY of our range of Amiga or Atari associated products and no cash alternative will be offered. All employees of both Merlin Express and Future Publishing and their families are excluded from entry.

SPECIAL LIMITED PURCHASE TO FIRST 50 CUSTOMERS

1 - KONIX SPEEDKING JOYSTICK
1 - MIG 29 SOVIET FIGHTER
1 - BMX SIMULATOR
1 - PRO TENNIS
1 - TREASURE ISLAND DIZZY
 Only... **£19.99** +£1.50 p&p

MORE AMIGA DEALS

AMIGA 0.5Mb. 'STAND ALONE' PACK £309
 Standard Amiga A500* without any software package.
AMIGA 1Mb. 'STAND ALONE PACK' £349
 Std Amiga A500* without software but with Commodore 1Mb. memory.
AMIGA CARTOON CLASSICS + CM8833 Mk II MONITOR £615
 Including the necessary leads and dust covers for both Amiga and Monitor
AMIGA CARTOON CLASSICS + CM8833 Mk II MONITOR + STAR LC 200 COLOUR PRINTER £815
 Including the necessary leads and dust covers for Amiga, Monitor & Printer
OTHER AMIGA COMBINATION PACKS ALSO AVAILABLE - Phone

First Steps AMIGA CLASS OF THE 90's PACK
 Endorsed by the National Association of Primary Education
 Std Amiga A500* & CBM A501 1Mb. RAM w/g Pro-Write (WP) Let's Spell at Home Plus... Deluxe Paint II Talking Turtles Deluxe Print II BBC Emulator Infofile (D/Base) 10 CBM Disks Music Mouse Mouse Mat Amiga Logo Resource File
 FREE... Video approved by National Council of Education Technology
 Only... **£469.99**

AMIGA 1500 COMPUTER PACK
NEW 1500 BRAND NEW 1500 Pack that's ideal for both home and business!!!
 Central Processing Unit (CPU)... 1Mb. RAM, 2, 3.5" Floppy Disk Drives, eight Expansion Slots to take all Amiga 2000 Peripherals.
 Keyboard and Mouse... Plug-in Keyboard with Numeric Key Pad, 4 Cursor Keys. 2 Button Amiga Mouse.
AMIGA 1500 CPU/KEYBOARD (As detailed) £649.99
AMIGA 1500 (As detailed) + 1084S Monitor £899.99
AMIGA 1500 (As detailed) + CM8833/II £885.99
 Plus some great New Software:
THE WORKS PLATINUM EDITION: Word Processor, Spreadsheet, & Database
DELUXE PAINT III - "With Animation!"
HOME ACCOUNTS - Easy Banking & home finance organiser
ELF - A Game of Magic, SUPERB!!!
PUZZNIC - Addictive puzzle game!!!
TOKI - 300 screens of animated fun!
GET THE MOST OUT OF YOUR AMIGA
 Brilliant reference book for your Amiga
 Packs can be customised to suit your needs, just phone us for a price!

IF YOU'VE EVER SEEN a really good digitised picture in the Amiga's 4,096-colour HAM mode, you may realise that Amiga graphics can be something pretty special. If you've ever paused a video tape on a player with a really good freeze-frame, you may also realise that HAM images are just as good as your average TV picture.

But if you had ever tried doing a version of the Yorkshire TV logo on your Amiga (that's the one with the golden arrow plunging into a sea of liquid gold), you might have realised that HAM isn't really up to the job.

The problem, essentially, is colours. Any computer has a limited number of pre-set colours and shades of colour built into it on the chips: it's called a 'palette'. The Amiga has a palette of 4,096 colours and you can, in theory, use every single one of them at the same time in the clever graphics mode called HAM.

To do anything that needs lots of subtle shading, like that Yorkshire TV logo or a realistic human face, you need lots of different but very similar colours. You can easily find out for yourself how many shades of any one colour the Amiga can do by looking at the palette in *Deluxe Paint*.

You have three sliders to alter colours, with notches along them numbered 0 to 15. Set them all to 0, and you have black. Set them all to 1, you have a very dark grey. Carry on setting them all up a notch and you'll go through lots of shades of grey until eventually you reach 15, 15, 15 which is white. From all 0s (black) to all 15s (white) is 16 shades of grey: and that's just how many shades of any colour the Amiga can do. Incidentally, because you have three different sliders for Red, Green and Blue, each of which has 16 notches, 16 times 16 times 16 gives you the Amiga's grand total of 4,096 colours.

Now, if you want to do truly subtle shading, if you want to do genuinely photorealistic pictures of a human face, you'll need more than 16 shades of each colour. It's generally accepted that to do it properly, you'll need 256 shades of any one colour. Imagine your *Deluxe Paint* palette again, but with 256 notches on each slider. In total, you'd have 256 times 256 times 256 colours: that's a total of 16,777,216 colours. Wow!

This is what's known as 'True Colour'. Once upon a time it was only available on extremely expensive (we're talking hundreds of thousands of pounds) 'graphics workstations' like the Quantel Paintbox system, used by professionals in the TV studios to do things like that Yorkshire TV logo. But now True Colour is available for the Amiga.

It's still very expensive, mind. It involves owning a larger Amiga, a 1500, 2000 or 3000, because the extra colours come from plugging in what's known as a 'framebuffer' card: and these cards can cost £1,000 upwards. But it's getting cheaper all the time, and it already means professional on a tight budget and keen amateurs can afford to do what was once the preserve of wealthy TV companies. And it's something any Amiga owner who is proud of his machine should be aware of.

The workings of it are essentially quite simple. Any picture on your Amiga screen is, as you know, made up of lots of tiny dots called pixels (computer jargon, incidentally, for 'picture element'), each one of which can be a different colour. The colour of each pixel is stored individually in the Amiga's memory: a whole picture is stored as a list of one pixel after another, starting at the top left and working across the screen to the right then line by line down to the bottom right.

The number of colours you are using on the screen dictates how much memory is used for each pixel. At its simplest, if you're only using two colours (say, blue and white) each pixel needs only a single 'bit' of memory: the smallest unit of memory there is, either a one or a zero. Blue could be one, while white is zero.

If you're using four colours - red, green, blue and white - each pixel needs two bits of memory. Two bits gives four possible combinations: 1,1 would be red, 1,0 would be green, 0,1 would be blue and 0,0 would be white. And so it goes on: each time you add an extra bit of memory per pixel, you double the number of colours available. Three bits gives eight colours, four bits gives 16 colours and five bits gives the Amiga's normal maximum of 32 colours. If you don't mind, we'll skip how you manage to get 4,096 colours in HAM on the Amiga: it's basically a rather clever cheat, and doesn't follow the pattern at all.

Now, for True Colour you need 16,777,216 colours. If you work it out with a calculator, doubling the numbers each time, you'll reach the conclusion that you need 24 bits of memory to describe each pixel. And that's why True Colour is also known as 24-bit colour.

As you can see, the theory is really pretty simple. The only problem is that when you have 24 bits of memory to describe each pixel, a picture can be pretty enormous. If you've ever checked the comparative sizes of a four-colour picture file and a 32-colour picture file, you'll notice there's a big difference. Imagine how much larger a 24-bit picture file is: each one can take up a whole floppy disk.

You tend to need lots of hard disk space and preferably an accelerator card too, and it's this as much as the cost of the True Colour hardware that makes it expensive. But you can get a pretty stunning Amiga set-up together for £4,000, which for professional TV and video people is absolute peanuts.

The only other thing that you need, of course, is software that can actually work in 24-bit colour. Because it's very difficult to paint with millions of colours, the emphasis tends to be on 3D modelling (most of the recent programs available work in 24-bit) or on digitising or scanning in photographic images with which to work.

And that's probably 'nuff said for now. We've been criticised for giving too much attention to expensive 24-bit hardware and software in *Amiga Format*, but we think it's a very exciting area and we will continue to keep an eye on it as it develops. And, hopefully, gets cheaper!

Yes, you too

In Issue 27 we looked at a clever gadget called HAM-E, which effectively gives you the power of True Colour but at a fraction of the cost. It'll set you back about £300 and has the advantage that you can use it with an A500. It comes complete with a basic paint program and an extremely good image-processing program called Image Professional.

The way it works is this. The inventor of HAM-E used a neat piece of reasoning. If a high resolution pixel has four bits of colour - equal to 16 colours or 'registers' (2 x 2 x 2 x 2) - then a pair of pixels would have eight bits, which is 256 colours (2 x 2 x 2 x 2 x 2 x 2 x 2 x 2). HAM-E therefore uses a hi-res display (640 x 256 non-interlace) but only uses pixels in pairs to give a lo-res screen with an apparent 256 colours.

The hardware controls the display by examining the first few pixels of the image, over four to eight scanlines. If it finds the right combination of colours at the top left corner of the image (a small block called the 'magic cookie'), HAM-E is 'triggered'. If the basic 8-bit registers are used 'straight', images can have 256 colours from 16 million. This is register or 'reg' mode. It is also possible to use the information in the 'magic cookie' to set up more registers that allow an extended HAM mode, HAM-E.

Normal HAM uses six bits for each pixel. The first two are for control, the other four contain data that defines, either one of the

The year the

We've always thought that the Amiga's graphics were something pretty special, but over the course of the year something happened that put it right up there with the some of the best. **Damien Noonan** investigates the True Colour revolution.

SOFTWARE

DIGIVIEW GOLD

Digitiser that captures and outputs 21-bit images. Three-pass RGB system so slowish but results are excellent. £149.95 HB Marketing 0753 686000

COLOURPIC

Digitiser working with 16-bit colour. Works in real time but as a result needs high-quality pro colour video camera or player for good results. £399 JCL 0892 75791

SCANLAB PROFESSIONAL



Driver for Sharp JX-300 and up range of scanners giving professional-quality full-colour scans. Very special and fab quality scans, as this one of Tank Girl shows. Price £599 Silica 081-309 1111 plus £3,000 approx for Sharp scanner.



can have lots of colours!

16 colours in the palette you have chosen, or the level of one colour, Red, Green or Blue. Each pixel is therefore either a palette colour, or is derived from the previous pixel with its R, G, or B value changed.

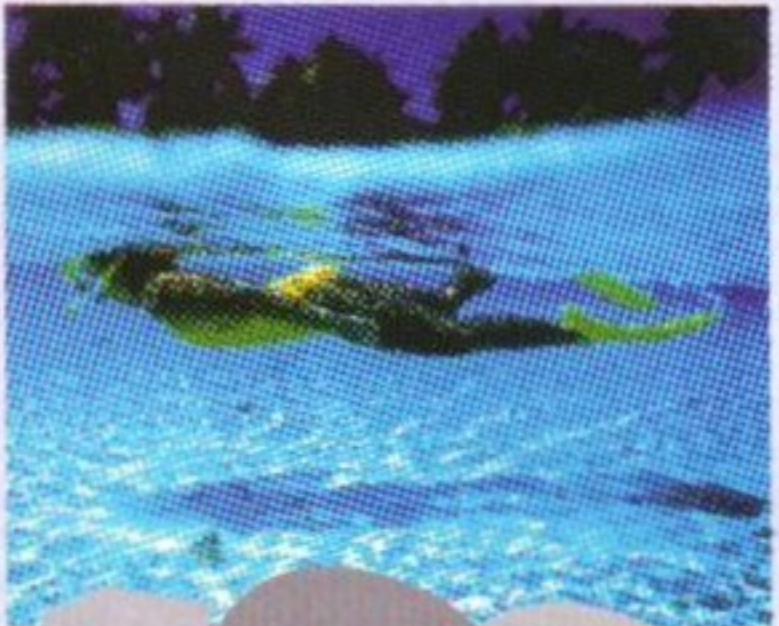
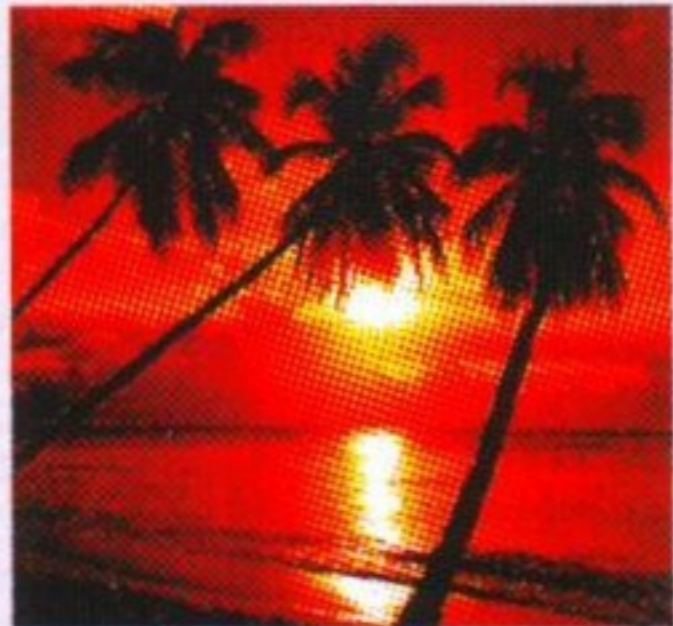
HAM-E mode uses a similar trick but with eight bits for each pixel and a 256 colour rather than 16 colour register. It is all a bit more complex than this description but in effect HAM-E mode gives a possible 262,144 colours on screen, and 256 palette colours, so supposedly no fringing. In practice you

still have to be a tad careful, which can somewhat inhibit spontaneity, but overall, images do tend to look much better than with normal HAM - which is almost True Colour.

HAM-E is getting encouraging support from graphics software manufacturers, and now available for use with it are special HAM-E versions of paint and animation programs: *Spectracolor* (reviewed this issue on Page 182) and 3D modelling program *Caligari*. More is to follow: a HAM-E version of The

Graphics Workshop (as featured on one of this month's Coverdisks) is imminent: it's selling in an American NTSC version but some bugs in the European PAL system will delay its release date slightly over here.

HAM-E comes in a basic version for £299 and in an advanced version with in-built anti-aliasing (which smooths off jagged edges in your pictures) for £399. It's made by Black Belt in the US and sold in the UK by Checkmate Digital (071-923 0658).



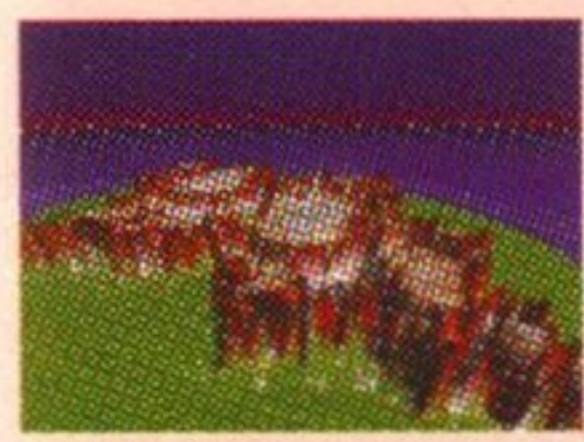
Amiga went full colour



AMIGA FORMAT

A quick look at the world of True Colour...

<p>HARDWARE</p> <p>COLOURBURST: Another simple framebuffer, is now available in the UK but appears to be having early teething troubles. Phone for details. Price N/A HB Marketing 0753 686000.</p> <p>FIRECRACKER: Seems to be a popular system in the</p>	<p>US and is supposed to work fine on UK PAL systems, but we've not heard of a UK importer. Manufactured by Impulse in USA: no details available.</p> <p>GVP IV24: Just arrived in the UK, looks set to be a stunner with genlock and framegrabber plus 24-bit software: <i>SCALA</i>, <i>Caligari</i> and <i>MegaPaint</i>. Price £1,799 Silica 081-309 1111.</p>	<p>HAM-E: This is not exactly True Colour but then again for the price and the performance, who really cares? See 'Yes, you too can have lots of colours!' above for some more details. Price £299 upwards Checkmate Digital 071-923 0658.</p> <p>HARLEQUIN: The original True Colour card developed in the UK. Already proven in</p>	<p>use in broadcast TV. Well supported by dedicated team. Price from £1,000 Amiga Centre Scotland 031-557 4242</p> <p>DCTV: Similar low-cost A500-compatible type of system to HAM-E, just becoming available in UK PAL version. More news soon. Manufactured by Digital Creations in USA: no details available.</p>
--	---	---	---



VISTAPRO
Fractal 3D landscape generator which can produce and save 24-bit results. Excellent as a source for back-

ground images.
£79.99 HB Marketing 0753 686000

SCENERY ANIMATOR
Very similar specification to VistaPro but with the addition of clouds and improved multi-frame generation for animations.
£59.95 Post Haste 0227 764204

REAL 3D
3D modelling and ray-tracing program uses very sophisticated 'solid modelling' techniques to make organic shapes easy. Also excellent.

Price varies from £300
Alternative Image 0533 440041



ART

DEPARTMENT PROFESSIONAL
Image processing that operates in full 24-bit



throughout. It loads and saves many different file formats, lots of effects, plus montage capacity. And it's truly excellent.
£199.95 Silica 081-309 1111



TV PAINT
Specialised paint package adapted for use with Harlequin card. A Rolls-Royce of a package, but with a price to match. £900 Amiga Centre Scotland 031-557 4242

IMAGINE
This is probably the current favourite in 3D modelling programs. It has full ray-tracing capabilities and it's very strong on texture mapping. It's quite complex but highly effective.
Price £250 Precision 081 330 7166.

DRAW 4D PRO
3D modelling but not ray-traced, strong on texture mapping, good animation features. Slight CAD-type leanings. Very good.



Commodore

CDTV™

INTERACTIVE MULTIMEDIA

THE WORLD'S FIRST MULTIMEDIA SYSTEM FOR THE HOME

Are you bored with the TV? Do you yearn for something a little more interesting, something which stimulates the old grey matter and indulges your desire to be entertained? Enter the Commodore CDTV, the world's first advanced learning and entertainment system which plugs straight into your television. Based upon the familiar compact disc player, the CDTV offers a rich set of information and communication capabilities. It brings together pictures, words and sounds in a new format, joining them together in a fascinating world of audio visual challenge and experience.

The multimedia CDTV player combines a professional CD audio system, advanced computer technology and infra red remote control, to offer a wide variety of interactive applications. These range from games, music, gardening and personal health, to educational discs for any level. In addition, CDTV provides high quality audio reproduction for existing music CDs. CDTV is very easy to use and gives you total control over what you see and hear, offering you the chance to learn new skills and discover hidden talents

A New Age In Home Entertainment And Education

CDTV finds its place alongside the TV and Hi-Fi system in the home. It is similar in appearance to existing video and CD players and, with its infra red remote control, is just as simple to operate. But that's just the beginning. CDTV transforms television from a passive to an active medium. The vast storage capabilities of the CD make it an ideal mass information provider, capable of storing and displaying a combination of colour pictures, text, graphics, voice and stereo music of the highest quality. CDTV offers a new realm of audio and visual experience for everyone.

FOR EDUCATION

For young children learning to read can be an adventure! In the title Cinderella, for example, they can use the remote control unit to click on words and pictures to hear pronunciations, syllables, definitions and second language translations. And learning about the world can be fun too. The World Vista Atlas provides detailed information in words and pictures on the history, architecture, language and geography of each country. This can be cross referenced to compare with details of other countries.



EDUCATION



ENTERTAINMENT



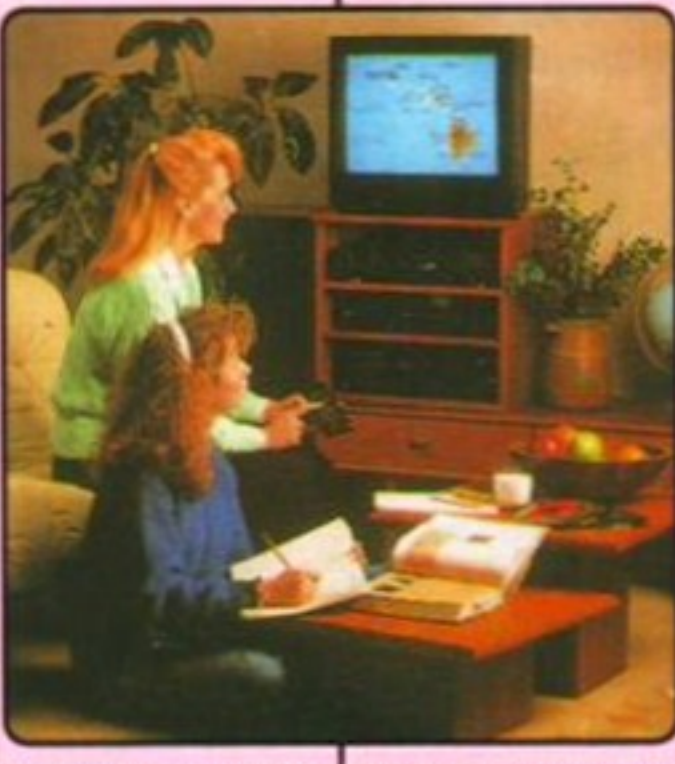
REFERENCE

FOR REFERENCE

For the classical music buff it is possible not only to hear Beethoven's Fifth Symphony, but to see the orchestra perform, follow the score and read about the composer's life and times. The Timetable of Science and Innovation walks you through 6,250 key events in scientific history. It employs animated maps to show where every event occurred and a visual lift-off from the earth's surface. Key events are accompanied by audio presentations with graphics and sound recordings from the archives of the world's great museums. Browse quickly or examine an exhibit in detail.



MUSIC

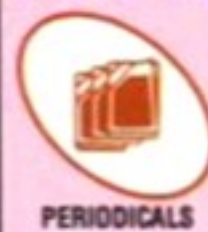


FOR FUN

There is a wide range of entertainment titles available for every age-group. Sherlock Holmes, Consulting Detective, includes a video and audio tour of Victorian London. Players can choose suspects for Holmes and Watson to interrogate and can search issues of the London Times for clues. A CDTV disc's graphics capabilities take action and simulation games to a new level. Falcon makes you a pilot of an F-16 fighter and has accurate simulations of weapons systems, cockpit controls and flight characteristics allowing you to zoom like the ultimate stunt pilot with extraordinary realism.

FOR HOBBIES

CDTV can also enhance your personal interests. The Gardenfax Series is designed for use by novice or expert and provides hundreds of full colour illustrations, as well as information on planting and requirements for care. New Basics Cookbook provides full colour illustrations of recipes, 'talks' to you to offer tips as you cook and automatically substitutes recipes with a click of the remote control.



PERIODICALS



ARTS & LEISURE

FOR COLLEGES & BUSINESS

When Toyota, decided to open a car assembly plant in Derby, Derbyshire County Council commissioned the production of 'Japan World', a CDTV title which allows students to explore and experience the Japanese language, lifestyle and culture. It also provides a valuable insight to businessmen with information on Japanese business philosophy and negotiation protocol.



PRODUCTIVITY

CDTV offers a seemingly endless range of possibilities for learning, entertainment and enrichment for everyone whether in the home, the classroom or in business.

£499

INCLUDING VAT & DELIVERY - Order ref: CCD 1000

FREE TITLES!

With every CDTV from Silica, you will receive:

WELCOME - A GUIDE TO CDTV

The 'Welcome' disc replaces a weighty printed manual with colourful and exciting animation, sound, voices and text.

LEMMINGS

WORTH: £34.99

Up to 100 loveable Lemmings drop in to over 100 screens full of danger in this best selling arcade classic.

HUTCHINSON'S ENCYCLOPEDIA

WORTH: £49.99

The first British multi-media encyclopedia. It features over 1.8 million words, 700 biographies, 2000 pictures, 150 maps from ITN and 200 audio samples from the BBC sound archives.

PLUS! FREE HOLIDAY HOTEL ACCOMMODATION

Every CDTV from Silica comes with a FREE 72 page colour brochure with accommodation vouchers. These vouchers entitle 2 people to up to 16 nights FREE hotel accommodation (other options allow 4 people to stay up to 6 nights). There are also accommodation offers on hotels in London and France.

SILICA SYSTEMS OFFER YOU

- **FREE OVERNIGHT DELIVERY:** On all CDTV players shipped in the UK mainland.
- **TECHNICAL SUPPORT HELPLINE:** Team of technical experts at your service.
- **PRICE MATCH:** We normally match competitors on a "Same product - Same price" basis.
- **ESTABLISHED 12 YEARS:** Proven track record in sales and service.
- **BUSINESS + EDUCATION + GOVERNMENT:** Volume discounts available for large orders.
- **SHOWROOMS:** Demonstration and training facilities at our London & Sidcup branches.
- **THE FULL STOCK RANGE:** All of your requirements from one supplier.
- **FREE CATALOGUES:** Will be mailed to you with offers and product details.
- **PAYMENT:** By cash, cheque, all major credit cards, or extended payment plan.

RETURN THE COUPON FOR A FULL COLOUR CDTV CATALOGUE

MAIL ORDER HOTLINE
081-309 1111



MAIL ORDER:	1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX	Tel: 081-309 1111
Order Lines Open:	Mon-Sat 9:00am-6:00pm	No Late Night Opening
		Fax No: 081-308 0906
LONDON SHOP:	52 Tottenham Court Road, London, W1P 0BA	Tel: 071-580 4000
Opening Hours:	Mon-Sat 9:30am-6:00pm	No Late Night Opening
		Fax No: 071-323 4737
LONDON SHOP:	Selfridges (1st Floor), Oxford Street, London, W1A 1AB	Tel: 071-629 1234
Opening Hours:	Mon-Sat 9:30am-6:00pm	Late Night: Thursday until 8pm
		Extension: 3914
SIDCUP SHOP:	1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX	Tel: 081-302 8811
Opening Hours:	Mon-Sat 9:00am-5:30pm	Late Night: Friday until 7pm
		Fax No: 081-309 0017

To: Silica Systems, Dept AMFOR-0192-71, 1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX

PLEASE SEND ME A CDTV CATALOGUE

Mr/Mrs/Ms: Initials: Surname:

Address:

.....

..... Postcode:

Tel (Home): Tel (Work):

Company Name (if applicable):

Which computer(s), if any, do you own?






VISA

CONNECT International



Dept AMFSC5, Unit 8A, Acorn Farm Business Centre, Cublington Road, Wing, Near Leighton Buzzard, Beds. LU7 0LB
ORDER HOTLINE: 0296 682277 GENERAL OFFICE: 0296 682248 FAX: 0296 682290

A WORLD OF SOFTWARE FOR YOUR AMIGA

EDUCATIONAL Answer Back Junior (6-11 yrs) 14.49 Answer Back Senior (12-Adult) 14.49 Better Maths (12-16 yrs) 15.99 Better Spelling (8-14 yrs) 15.99 Count & Add (under 7's) 17.49 Fun School 2 (under 6) 12.95 Fun School 2 (6-8) 12.95 Fun School 2 (over 8) 12.95 Fun School 3 (under 5) 15.95 Fun School 3 (5-7) 15.95 Fun School 3 (over 7) 15.95 Fun School 4 (under 5) 16.99 Fun School 4 (5-7) 16.99 Fun School 4 (7-11) 16.99 French Mistress 13.99 German Master 13.99 Henrietta's Book of Spells (under 7-11+) 17.49 Hooray For Henrietta (5-12+) 17.49 Italian Tutor 13.99 Junior Typist (5-10 yrs) 11.99 Lets Spell At Home (4-10 yrs) 13.99 Lets Spell Out and About (4-10 yrs) 13.99 Magic Maths (4-8 yrs) 15.99 Magic Storybook (6-14 yrs) 19.99 Maths Adventure 15.99 Maths Mania (8-12 yrs) 15.99 Mavis Beacon Teaches Typing 19.99 Mix and Match (under 5's) 17.49 Puzzlebook 1 (5-Adult) 13.99 Puzzlebook 2 (5-Adult) 13.99 Spanish Tutor 13.99 Spellbook (4-9 yrs) 5.99 Spellbound (7-16+) * 17.49 Things to do with Words (5-12 yrs) 14.49 Things to do with Numbers (5-12 yrs) 14.49 Three Bears (5-10 yrs) 15.99	ACCOUNTS Ariana Accounts 119.99 Cashbook Combo 45.99 Home Accounts 22.99 Home Accounts 2 32.99 Personal Finance Manager 2 24.99 Small Business Accounts 59.99 System 3 38.99 System 3E 47.99	WORDPROCESSORS Excellence V2.0 89.98 Kindwords 2 29.99 Pen Pal 62.95 Protex V5.0 101.99 Prowrite 3 95.99 Quickwrite 39.95 Scribble 39.50 Transwrite 29.95 Wordworth V1.1 87.99	MUSIC/SOUND Amas (Sound Digitiser) 71.95 Audiomaster 4 (Sound Digitiser) * 48.99 Audio Sculpture 49.99 Bars & Pipes Prof (Music Package) 198.99 Deluxe Music Cons. Set (Music Pack) 49.99 Mastersound (Sound Digitiser) 29.99 Music X (Music Package) 79.99 Quartet (Music Package) 34.99 Sonix (Music Package) 45.99 Soundtrap 3 (Sound Sampler) 35.99 Technosound Turbo (Sound Sampler) 25.99
	DATABASES Superbase Personal 2 29.99	GRAPHICS/ANIMATION Amos 32.99 Amos 3D 23.49 Amos Compiler 19.99 Art Department Prof 119.99 Deluxe Paint 4 69.99 Deluxe Photolab 49.99 Digiview Gold 99.99 Disney Animation Show 79.99 Imagine 3D 164.99 Pixmate 34.99 Photon Paint 2 14.99 Spectra Colour 54.99	VIDEO DIGITISING Vidi Amiga & Chrome 109.99 Vidi RGB Splitter (Also works with Newtek) 64.99
	DTP PACKAGES Prof Draw 2 96.99 Pagesetter 2 45.99 Pagestream 2.1 138.99 Prof Page V2.0 169.95		UTILITIES 1/2 Meg upgrade with clock 29.99 Devpac 2 44.99 GB Route 29.99 Hi Soft Basic 59.99 Lattice CVS 159.99 Naksha Mouse (with free Operation) 21.99 Stealth Fighter 28.99 Video Case 28.99
	SPREADSHEETS Digicalc 27.95 Maxiplan Plus 39.95 Superplan 39.99	HOW TO ORDER  ORDER BY PHONE: Phone our order hotline (0296 682277) with your Access/Visa card quoting card number, name of holder, and expiry date.  ORDER BY POST: cheques or postal orders payable to "CONNECT INTERNATIONAL". Please send name, address and DAYTIME telephone number along with your order req.  FREE POSTAL DELIVERY (€1 overseas) Please allow up to 14 days delivery.	BUNDLES Superbase Personal 2 + 512K Mem Upgrade 44.99 Penpal + 512K Memory Upgrade 79.99 Penpal + Superbase Personal 2 79.99 The Works Platinum (Wordprocessor, Spreadsheet, Database, Communication Package) 59.95 Gold Disk Office (Wordprocessor, Spreadsheet, Database, DTP) 89.99 The Complete Colour Solution (Vidi Amiga + Vidi Chrome + RGB Colour Splitter, Photon Paint, PSU + Loads) 149.99 All in One - Gold Disks (Wordprocessor, Paint Package, Music Package plus 3 games with Tutorial video) 59.99

* Product not yet released
 All prices include VAT. All goods subject to availability. Prices subject to change without notice. E&OE



NEW VERSION 1.4

Includes free form modelling, 24 ways to bend free form objects, 24 bit texture mapping, colour gradient mapping, key frame animation, morphing, two new dithering methods...

Now you don't have to imagine any more!

REAL 3D

We're making waves

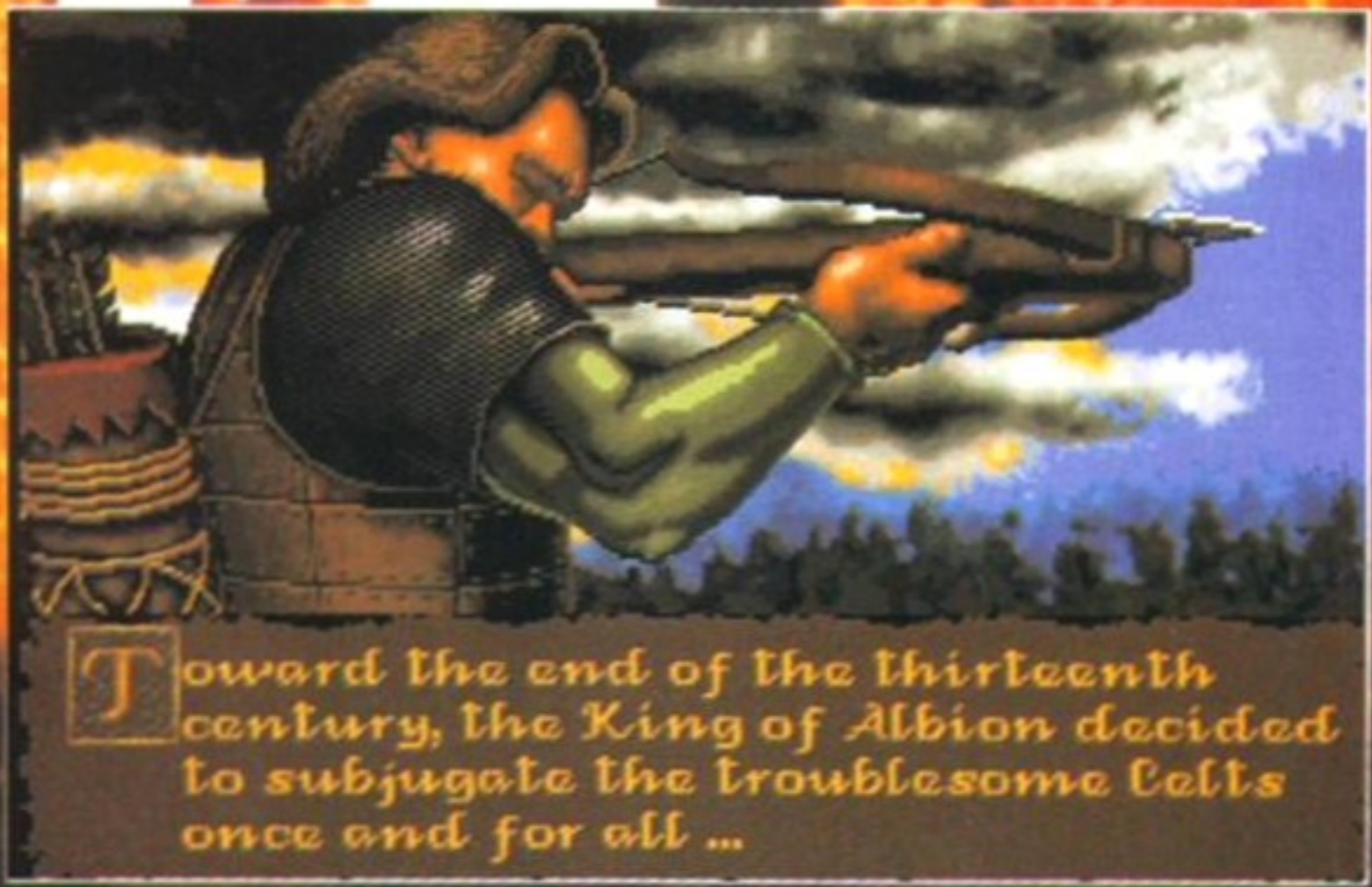
Real 3D is a revolutionary 3D modelling, ray-tracing and animation package.
Includes sophisticated solid modelling, 24 bit rendering, superior material handling, fog effects, bump mapping...

Real 3D is distributed in the UK by Alternative Image
 6 Lothair Rd,
 Leicester LE2 7QB
 Tel: 0533-440041

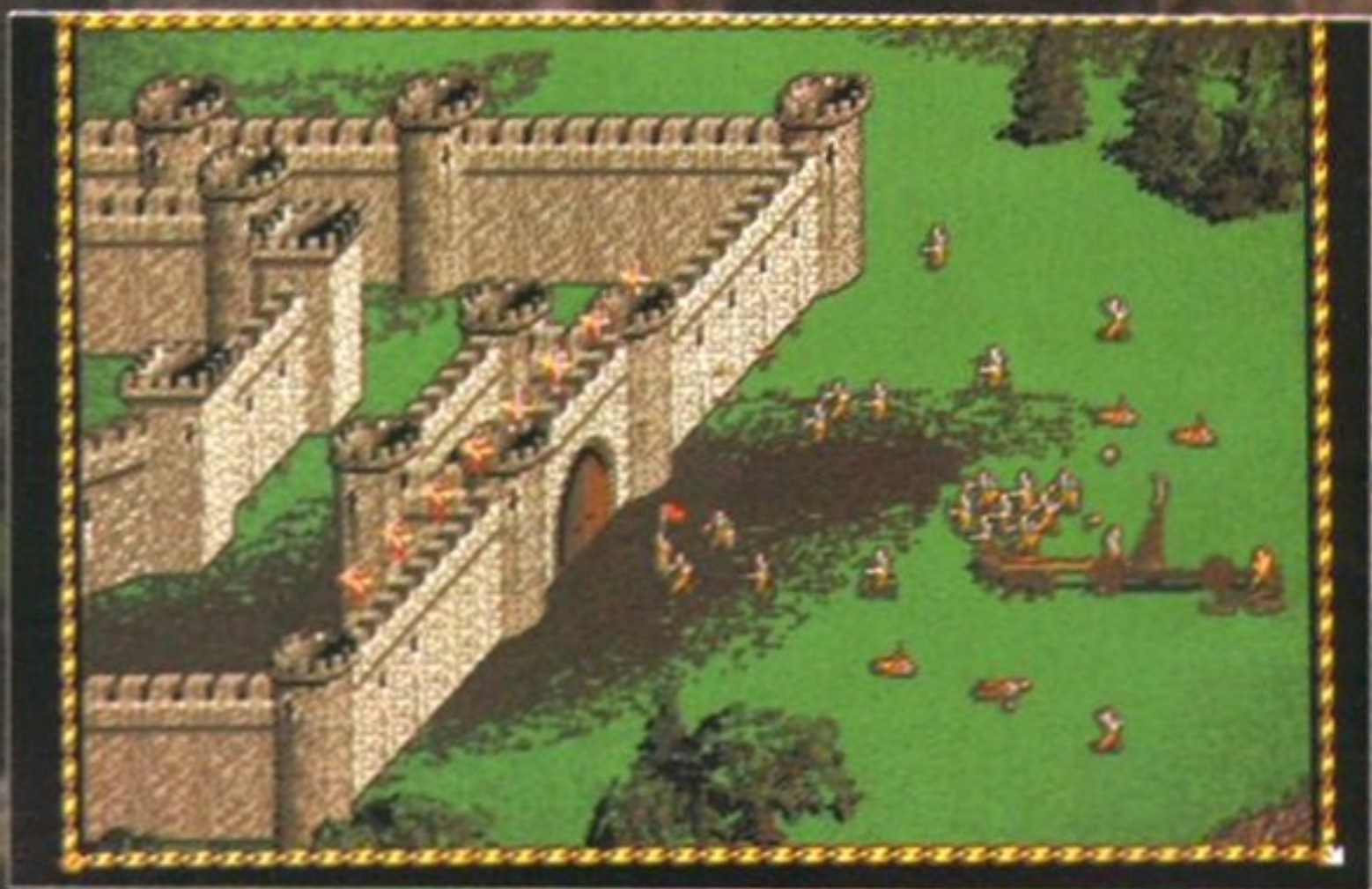
Real 3D is marketed internationally by Activa International BV
 P.O. Box 23260,
 1100 DT Amsterdam,
 The Netherlands

Real 3D is a product of realsoft ky, Finland

**YOU'LL NEED TO BE PART-ARCHITECT,
PART-GENERAL AND COMPLETE
MONEY-GRABBING, TWO-FACED LIAR**



Main	
Mar 23, 1288	
Tower Outer	
Height	440
Labourers	320
Days left	01
Building	
Windows	<input type="checkbox"/>
Resources	67
Free	188
Height	4

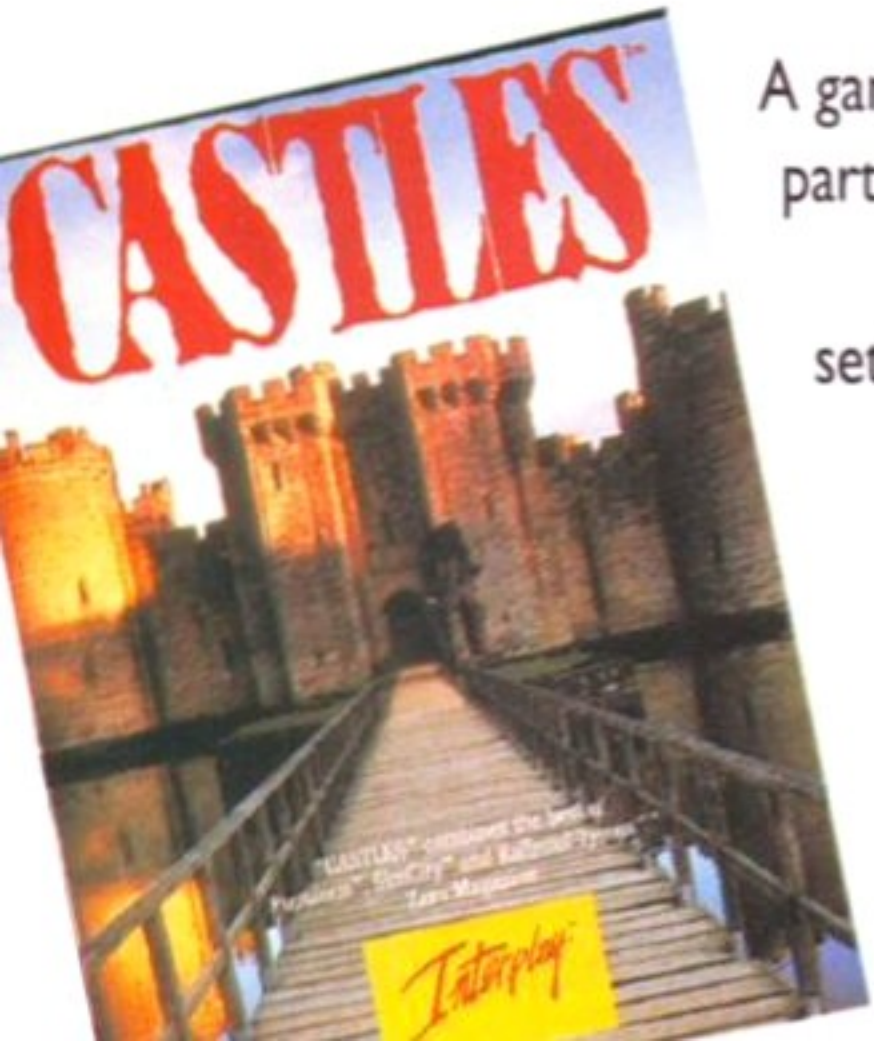


The peasants are revolting. And who can blame them? You forced them to build your castles. You taxed them until they were eating their children. Then you gave them little more than pitchforks and told them to go and attack the neighbouring duke.

So you won't win any popularity contests playing "Castles"™.

A game that tests your skill at medieval architecture, "persuasive" tax collection and that particular blend of treachery and greed that goes to make a true tyrant.

Designed by the cunning folks at Interplay™, Castles features realistic and fantasy settings, three difficulty levels plus the most intricate and detailed graphics.



Amiga £29.99
IBM/PC £34.99

Interplay



ELECTRONIC ARTS

IN AMERICA THEY see things a bit differently, but over here in the UK the whole painting and animation scene is dominated by Deluxe Paint. This is partly because every single Amiga sold in a pack for about the last two years, ever since the Batman pack in Christmas 1989, has contained one version or another of Deluxe Paint. But it's also because Deluxe Paint III is a standard tool for everyone, including the programmers who create games – just the other day we were up at the Bullfrogs' HQ watching the closing animation for Populous 2 being put together in DP III.

Deluxe Paint III is widely regarded as one of the most accessible and effective 'bitmap' paint programs ever made for any computer. But in Amiga terms, there was one thing it could have done that it didn't: and that's use the 4,096-colour HAM mode.

Two very good HAM (Hold And Modify) paint programs have been around since the early days of Amiga Format in Autumn 1989: Photon Paint 2 and DigiPaint 3. The only trouble with this was that everyone uses DPaint for painting in anything up to 64 colours (Extra Half Brite mode) but you'd have to use one of these two for HAM: and they're both very different from DPaint in use.

The answer came only a couple of months ago, when Deluxe Paint IV was launched with an exclusive review and Coverdisk demo in Amiga Format 26. Not only does the latest version use HAM, but it is also the only paint program that can also use the normal paint modes from two to 64 colours. We believe that it has effectively stolen the standard Amiga paint package market in the UK completely: there is no reason for anyone to ever buy anything else again. We do, however, hope for a Deluxe Paint V: it could be quicker and refined to perfection.

The Amiga has finally grown up, and the maturing of Deluxe Paint to the final stage in its development is

a sign of this. Having just a 'standard' program that everyone uses makes life easier for everybody, and we expect to see this happening in almost every area of Amiga software over the next year. 1992 will be remembered as the year that Amiga software sorted itself out and settled down, so that we can stop worrying about which program to use and get on with doing something creative.

As a last note on the subject of graphics, it's worth mentioning that both Photon Paint 2 and DigiPaint 3 can do a couple of little things DPaint can't, so specialists might find them attractive still.

DigiPaint is from Newtek, who have much more on their minds nowadays with the famous Video Toaster, the complete graphics hardware and software solution, but they've turned their back on the UK market and are not planning to make a PAL (European TV standard) version of the Toaster. Somewhat forgotten about, DigiPaint will be sold as part of a package called MediaStation with digitiser DigiView and presentation sequencer Elan Performer.

Photon Paint 2 seems likely to fade into the background somewhat, especially since a new version was released earlier this year in the form of Spectracolor from Oxxi-Aegis, which features brush animation in a Deluxe Paint style but is basically still Photon Paint 2. The opinion of Amiga Format graphics expert Maff Evans: "It's still got all the same problems Photon Paint had. Not as good as DPaint IV".

The other enormous advance in graphics software came with several new releases in 3D modelling, an

area which was still dominated by several three-year-old programs. 3D is the most sophisticated and professional area of the Amiga's graphics, so the new arrivals are particularly important to the growth of 24-bit 'True Colour' systems on the Amiga.

Ray-tracing is the really flash side of things, although it's characterised by shiny balls against a checkerboard background it is in fact a highly sophisticated technique that works out how light rays bounce off surfaces of different shapes and textures. Old stalwarts Sculpt-Animate and Turbo Silver were kicked into touch by new arrivals Imagine and Real 3D. A name to watch out for is 3D Professional, which disappointed this year, but a highly-improved second version is due next year.

The simpler 3D modelling programs, which don't use ray-tracing and so tend to give a more artificial 'computer world' look, took off in a big way this year. Where before there was only Videoscape, a simple system often used for PD demos with a look of 3D 'filled polygon' games about it, this year saw the arrival of Draw 4D and Caligari. The former is carefully targeted at use in illustration work, while Caligari has great strengths in its simplicity and is expected to make quite an impact when the more straightforward new version is released very soon.

1991

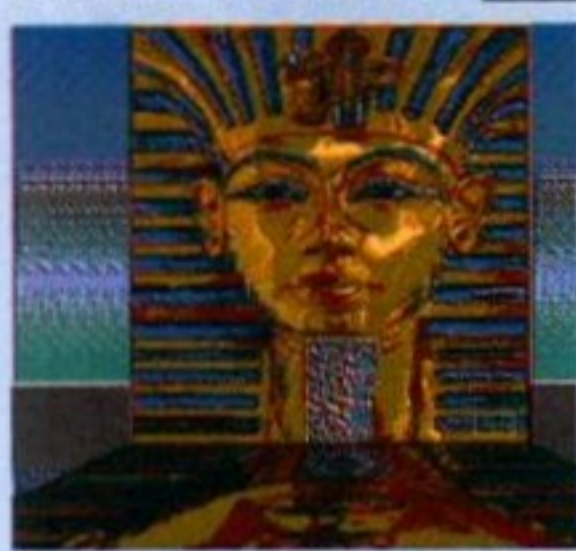
The year that graphics changed forever

Graphics has always been the strongest area for 'serious' software on the Amiga, dominated by certain stalwart, but aged, programs. But it was shaken up completely this year as a new generation took over...

Amiga Format's authoritative opinion: how we saw graphics software in 1991

'MULTI-MODE' PAINT AND ANIMATION

Deluxe Paint IV ★★★★★



£89.99 Electronic Arts 0753 549442
The only paint and animation program you need. In a class of its own.

HAM PAINT AND ANIMATION

Spectracolor ★★★★★
£79.95 Oxxi-Aegis via Silica 081-309 1111
Good HAM-only paint and animation, but lacks a niche in the marketplace.

Photon Paint 2 ★★ ★
£79.95 MicroIllusions via Silica 081 309 1111
Good HAM-only paint, easy to use and effective but now outdated.

DigiPaint 3 ★★ ★
£75 NewTek via HB Marketing 0753 686000
Powerful HAM-only paint, slightly odd to use at first. Also outdated.

Photon Paint ★
£65 MicroIllusions via Silica 081 309 1111
Poor, aged original version, not too great but it is often available free.

32 OR 64-COLOUR PAINT AND ANIMATION

Deluxe Paint III ★★★★★
£79.99 Electronic Arts 0753 549442
Superior paint and animation, now available free with Amiga bundles.

Deluxe Paint I and II ★
Price etc not really applicable
Older versions are available cheap or free: use to get cheap upgrade.

Disney Animation Studio ★★★★★



£99.95 Disney via Entertainment International 0268 541126
Quality animation, ideal to learn cartoons but has nothing very new.

Express Paint or Spritz ★
£44.95 Par Software via Silica 081 309 1111
Lots of interesting features but old and hard to use. Stick to DPaint III.

THREE-DIMENSIONAL MODELLING

Imagine ★★★★★
£250 Impulse via Precision 081-330 7166
New top dog of the vector-based ray-tracers. Complex but great results.

Turbo Silver ★★ ★
£150 Impulse via Precision 081-330 7166
Older, weaker brother of Imagine. Good at textures.

Sculpt(-Animate) series ★★ ★
£130-376 Byte by Byte via ACS 031 557 4242
Old classic ray-tracer, but still holds up well. Slowish and a bit lifeless.

Real 3D ★★★★★
£ varies Realsoft via Alternative Image 0533 440041
Ray-tracing on top of 'solid modelling'. Very effective.

3D Professional ★★ ★
£300 approx Progressive via Marcam 0604 790466
Ray-tracing, 'solid modelling' and clever ideas spoiled by poor features.

Draw 4D Pro ★★ ★
£199 or less ADSPEC via Surface UK 081-566 6677
Polygon modelling, but no ray-tracing. Good results and good animation.

Videoscape 3D ★★ ★
£150 Oxxi-Aegis via Precision 081-330 7166
Very old polygon system: looks like 3D games, very unsophisticated.

WANTED

BRAVE ADVENTURERS

NO PREVIOUS EXPERIENCE NECESSARY

If you've ever pictured yourself as a Brave Adventurer but have been put off by the complexity of Role Playing Adventures this is the game for you.

Shadow Sorcerer has all the excitement and intrigue of AD&D's more complex adventures and also features the following "gamer friendly" innovations:

Shadow Sorcerer

- 100% "point 'n' click" icon control (no laborious typing).
- 3D isometric play area giving you more control on the playing environment.
- Control up to 4 characters in a life or death struggle against evil.
- Hexagonal grid map aids strategic planning.
- Combat action adventure.

This new concept in role playing adventures means that in minutes you could be confronting the Shadow Sorcerer, the down side is that within minutes you could also be dead!!



Screen shots are only intended to be illustrative of the game play and not the screen graphics which vary considerably between different formats in quality and appearance and are subject to the computers specifications.

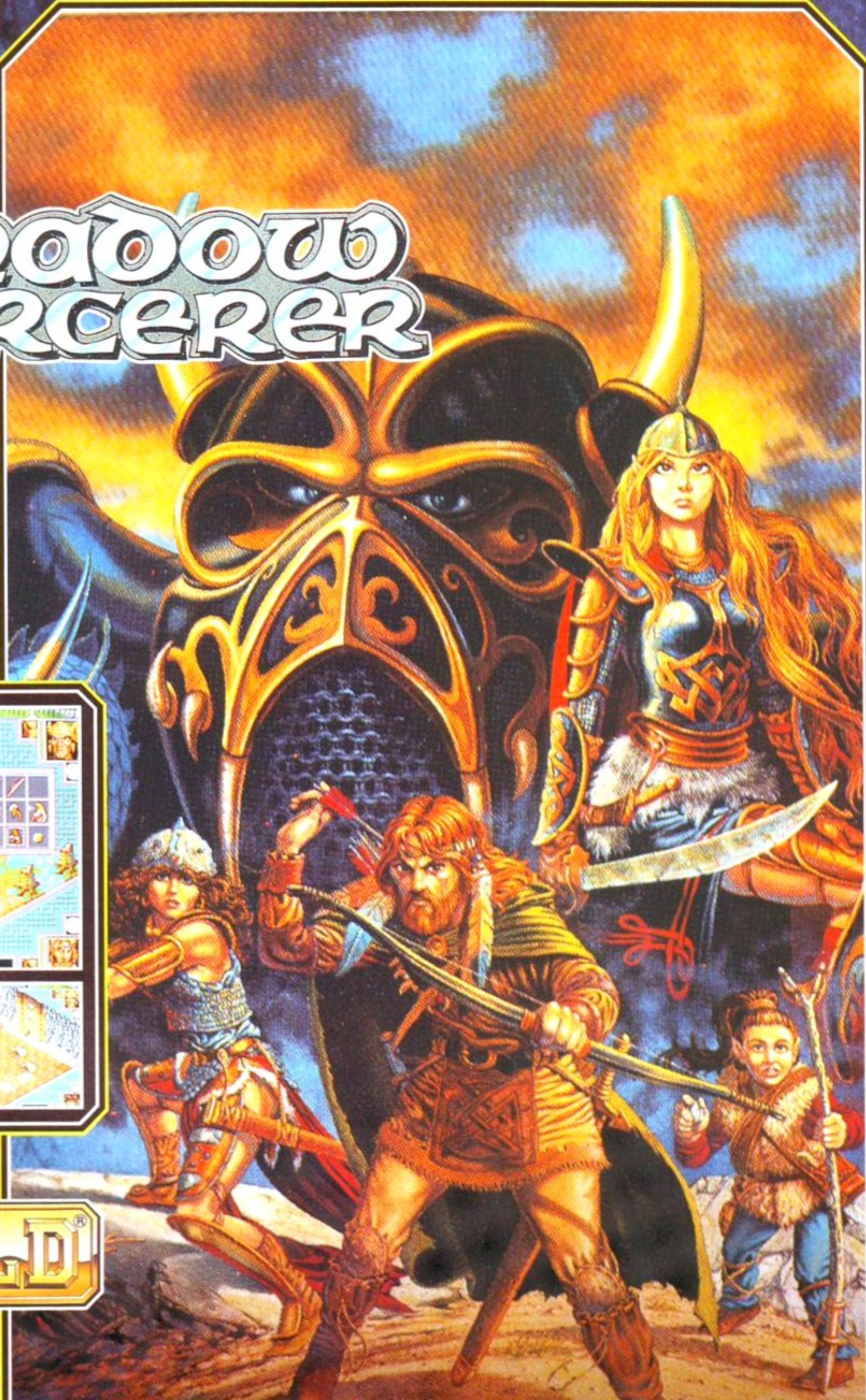


OFFICIAL
Advanced Dungeons & Dragons
COMPUTER PRODUCT



ADVANCED DUNGEONS AND DRAGONS, AD&D, DRAGONLANCE and the TSR Logo are trademarks owned by TSR, Inc., Lake Geneva, WI, USA and used under license from Strategic Simulations, Inc., Sunnyvale, CA, USA. © 1991 TSR, Inc. © 1991 Strategic Simulations, Inc. All rights reserved.

U.S. Gold Ltd, Units 2/3 Holford Way, Holford, Birmingham B6 7AX. Tel: 021 625 3366.



WE'RE VERY AWARE that *Amiga Format* is not just an entertainment, but also a source of information. This is particularly true of buying advice. Software and hardware are both expensive, and you want to be sure that you spend your money wisely. Which is why we regularly carry buying guides, comparing everything that's available in a particular field and picking out the best in quality and value.

The Amiga 'serious' software and hardware scene is so active that the answer to the question "Which is the best...?" is constantly changing. With new releases and improved updates appearing all the time, no sooner have we looked at, for instance, all the word processors on the market than a new one appears. It might be better than the best, or it might be worth avoiding.

In our third issue of the year, number 21, we compared every single paint package that there is for the Amiga. At the time it was impossible to pick an overall winner: *Deluxe Paint III* was our favourite, as it is for so many people - most Amiga games designers use it to produce the graphics - but because it didn't use the 4,096-colour HAM mode, we saw *Spectracolor* as a definite second purchase.

This year that all changed, with *Deluxe Paint IV* not only gaining HAM but also becoming the first major paint package to offer the ordinary graphics modes up to 64-colour as well. There would almost be no point taking six pages to cover paint/animation programs nowadays: we could simply say "buy *DPaint IV*".

The year we gave you a choice!

You know the feeling: you have a clear idea of what you want to do, but there's a bewildering choice of things to do it with. Which is best for you? Throughout the year, we've been comparing all the choices and picking the best. Here, for the first time in one place, are our conclusions...

Not every area of the Amiga changes so vastly with new releases: very often they just increase your range of choice. Since our digitisers round-up in Issue 22, for instance, a new high-quality digitiser has appeared called *Snapshot* (Issue 27), but there are already a couple of equally good ones around and the choice remains a personal one.

Sound samplers are a slightly different case: since our round-up in Issue 22 we've seen the arrival of a great revamped entry-level contender in *Technosound Turbo* (Issue 26) as well as an excellent new piece of software in the form of *Audition 4* (Issue 29). But there's also a whole lot of new stuff on the way, including *Microdeal's* improved *Stereo Master* and *AMAS 2*, as well as *PanDAAL's* new one, a promising contender from American hardware giants *GVP* and the latest version of the fabulous *AudioMaster* software. All cause for a new sampler comparison very soon.

Even the most recent of our comparisons are subject to change. There are three new hard drives ready since our test comparison in Issue 28, one of which is reviewed in this issue and two of which will follow next month. Since last issue's word-processors-with-graphics piece a new version of *ProWrite* has appeared, and is reviewed on Page 189.

So, what with paint and animation programs, sound samplers, scanners, video digitisers, three-dimensional graphics programs, hard-disk drives, floppy-disk drives and word-processors-with-graphics: and all this accounted for over the course of the year, what else could there be for us to cover? Well, there's plenty.

For starters, there's video. The key to using your Amiga for video is having a genlock (a device which mixes your computer

picture with the TV picture), so we've taken a look at a range of different genlocks in this issue (Page 218). As for video software: well, all you need is something you can produce titles and graphics with, so we've always argued that you might as well use *Deluxe Paint* rather than a dedicated titling program. But we will be taking a look at a complete approach to making your own videos in the very near future, including a detailed look at video software.

Music is another area we haven't covered in detail. The music scene's been a bit dead for a while, but it's just kicked back into life again, something we've helped to do. Many of the Amiga fans who are into music are using 'tracker' programs, which is why we gave away the best of the kind, *OctaMED*, on the Coverdisk of Issue 29 (copies are still available from our Back Issues department on Page 238). As for the rest, well it's an area about to be dominated by a couple of programs. Watch our post-*Sequencer One* increased music coverage for more...

We've had a lot of requests for a good round-up of educational software, so there'll be a big one for the parents in the March issue, Issue 32. We haven't properly covered business-like software (databases, spreadsheets and accounts) in a while, so you can expect some more of that shortly after. The DTP scene is changing rapidly and when we have the latest versions of the Big Three (*Professional Page*, *Pagestream* and *Saxon Publisher*) we'll go into the topic again. We've also seen a sea of change in 'multimedia' on the Amiga over the last year, so there will be a special issue on that area and what it means to you coming up very soon, too.

But is there anything else? Are you facing a tricky buying decision at the moment, with no idea what you should go for? We'd very much like to know. If you have any suggestions for a round-up, a comparison or an explanatory feature in *Amiga Format*, then please write in to us at:

"I'd like to see this in *Amiga Format*",
Amiga Format,
 30 Monmouth Street,
 Bath BA1 2BW.

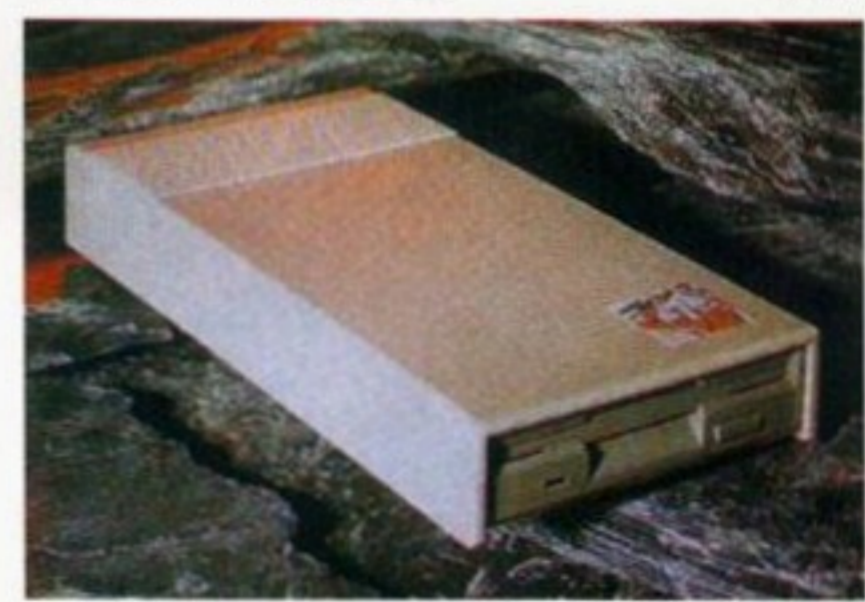
Keep it brief: just a topic would do, but if you want to expand on it make it a few sentences at the very most. There's no prize, apart from the satisfaction of having your problems answered in the magazine. Remember, we can't give you what you want unless you tell us what it is!

FLOPPY DISK DRIVES
Commodore CBM A1011 34%
 £99.99 Commodore 0628 770088
 Slow, noisy, no dust-flap, no on-off switch and too expensive.

Zydec 50%
 £55 Evesham Micros 0386 765500
 Quiet enough, has through-port, on-off switch. Average really.

Cumana CAX354 57%
 £75 Ladbroke Computing 0772 203166
 Simple, well-designed, quiet, slightly dear. Has through and on-off switch.

Power PC880B 83%



£55 Power Computing 0234 273000
 Good basic drive, quiet, through and on-off plus virus protect and back-up.

Roclite RF382C 85%



£59.99 Silica 081-309 1111 or ZYE 0293 538666
 Beautifully made slimline drive, quick and quiet with all the extras.

Golden Image 72%
 £64.95 Evesham Micros 0386 765500
 Decent drive, quiet and quick with all you need plus a fancy LED display.

A500 HARD DISK DRIVES
Commodore A590 20Mb 69%
 £289 Evesham Micros 0386 765500
 Very slow and somewhat prone to problems but it is cheap.

GVP Impact II 50Mb 92% (FG)



£399 Silica 081-309 1111
 The best there is: fast, reliable and so much more. Just down £100.

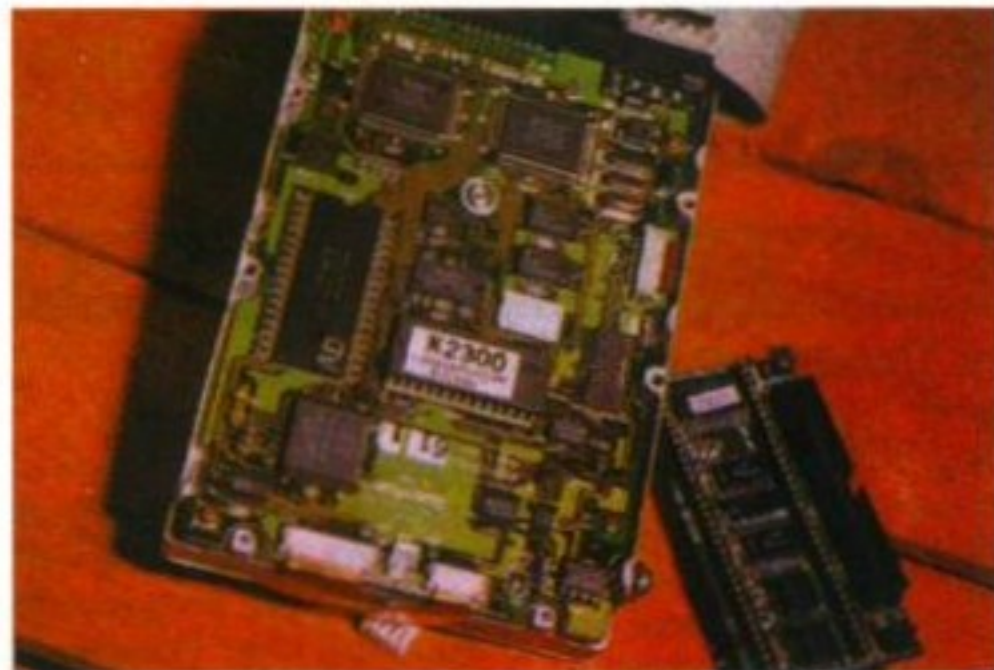
BSC Oktagon 500 52Mb 80%
 £499 Gasteiner 081 365 1151
 Controller box with separate drive unit. Complex and techie but powerful.

Xetec FastTrak 65Mb 82%
 £599 Third Coast 0257 472444
 Again, controller with enormous separate drive. Again techie but powerful.



ICD Nova 30i 30Mb 73%
 £399 Power Computing 0234 273000
 Tiny internal drive. Tricky to install, average speed, but works well.

ICD Prima 105 105Mb 82%



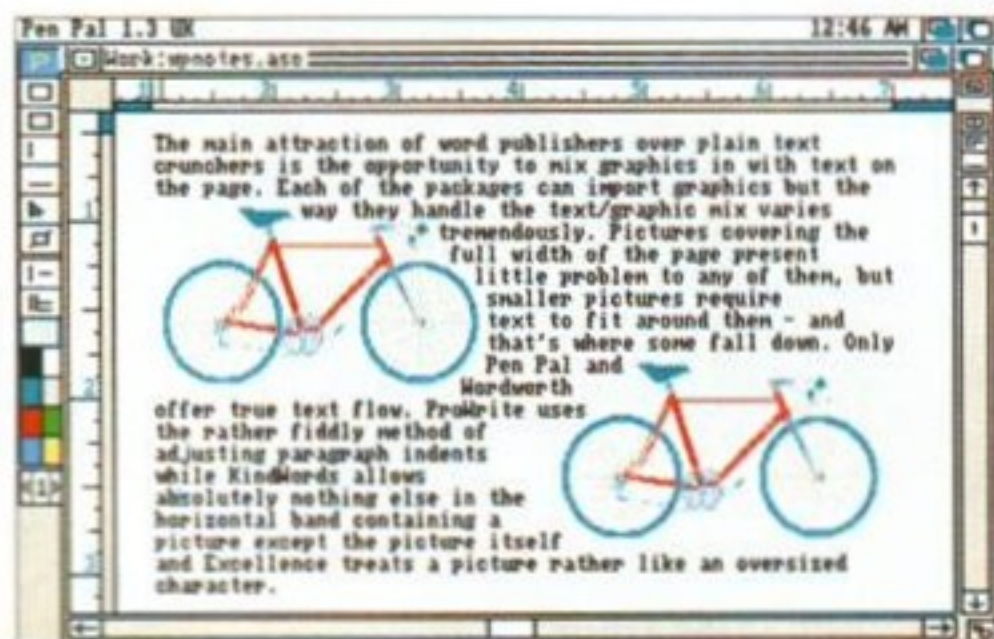
E499 Power Computing 0234 273000
 Internal, replaces floppy drive. Tricky to install but fast and stable in use.

IVS Trumpcard 40Mb 66%
 £399 Third Coast 0257 472444
 Large unit, slow but reliable, can be dismantled and fitted to A2000.

SupraDrive 500XP 50Mb 85%
 E?? Surface UK 081 566 6677
 Good, expandable and competitive but slightly less reliable than the GVP.

WORD PROCESSORS WITH GRAPHICS

Pen Pal 95% (FG)



£79.95 Gordon Harwood 0773 836781
 Good text flowing and graphics handling, great value but there is no thesaurus.

Kindwords 30%
 £51 HB Marketing 0753 686000
 Incredibly slow, very poor features, really no appeal except cheapness.

Excellence! 2 80%
 £117 HB Marketing 0753 686000
 Best text features with columns and grammar checker, graphics not great.

ProWrite 3.2 84%
 £143 Silica 081 309 1111
 Now very good in every department except text flow and graphics speed.

Wordworth 1.1 92% (FG)



Digita International 0395 270273
 Good graphics, good text handling, slightly slow screen handling though.

WORD PROCESSORS

QuickWrite 88%
 £50 Silica 081-309 1111
 Simpler ProWrite for 512K. Basic spelling checker, fast and good all round.

Office Write/Transcript N/A
 £130 in Gold Disk Office pack HB Marketing 0753 686000
 Cheap 'n' cheerful 'n' surprisingly good basic system. Comes in value pack.

Scribble 2 50%
 £50 HB Marketing 0753 686000
 Simple, gets the job done with no fuss, really quite poor but still popular.

Protect 5.5 90% (FG)



£179 Arnor 0733 68909
 Incredibly rapid, every feature under the sun, we use it: but expensive.

SOUND SAMPLERS

Technosound Turbo 81%
 £35.99 New Dimensions 0291 690933
 Simple but an effective system. Ideal for beginners to start sampling.

Audition 4 (software) 93% (FG)



£49.99 Zone Distribution 081 766 6564
 Easy to use with more functions than you can shake a microphone at.

Sound Master 91% (FG)



£129.95 HB Marketing 0753 68600
 Excellent sampling hardware bundled with the superb Audiomaster III.

Intersound (software) 55%
 £50 Good software retailers
 Rather overpriced software. Only package which can get over complicated.

Audio Engineer 92% (FG)
 £199 HB Marketing 0753 686000

Audiomaster III bundled with the best sampling hardware that there is.

AMAS 61%
 £99.95 Microdeal 0726 68020
 Rather dated, but includes MIDI interface. Version two is now available.

Mastersound 63%
 £39.95 Microdeal 0726 68020
 Good sound quality is let down by fiddly editing system.

Pro Sampler Studio II 43%
 £69.99 Datel 0782 744707
 Difficult to use system, sounds appalling: costs too much.

Amiga Micro Sampler 45%
 £24.99 Datel 0782 744707
 Difficult to use system, sounds appalling: costs less.

Stereo Sampler Mk II 70%
 £39.95 Trilogic 0274691115
 Simple system with limited functions, but achieves rather good results.

Sound Trap III 65%
 £29.95 Bytes and Pieces 0253 734218
 Tiny sampling hardware with limited editing program. Good for novices.

Perfect Sound 3 63%
 £59.95 Zone Distribution 081 766 6564
 Classic sampler with solid hardware and good editing.

VIDEO DIGITISERS

Digi-View Gold 90% (FG)
 £149.95 NewTek via HB Marketing 0753 686000
 Slow three-pass RGB system with mono camera, but superb results.

Vidi-Amiga 77%
 £129.95 Rombo 0506 414631
 Real-time mono grabber with fun animation and pseudo-colouring.

Vidi-Chrome 86%
 £19.95 Rombo 0506 414631
 Turns Vidi into a three-pass HAM RGB system.

Vidi Colour Solution 92% (FG)



£179 Rombo 0506 414631
 Combo of Vidi, Vidi-Chrome and an RGB splitter delivers great value.

Colourpic 82%
 £399 JCL 0892 75791
 Real-time system. Pro quality, but needs quality camera.

Superpic 82%
 £499 JCL 0892 75791
 Same as Colourpic, but with built-in genlock.

FrameGrabber 256 82%
 £599 Progressive Peripherals via Marcam 0604 790466
 The best real-time grabber there is and most expensive.

Videon 55%
 £99 HB Marketing 0753 686000
 Full-colour in one pass but not real-time. Average quality.

Datel Video Digitiser 2 90% (FG)
 £89.99 Datel Electronics 0782 744707
 Real-time mono grabber gives excellent results and is very easy to use.

Snapshot 78%
 £580 HB Marketing 0753 686000
 Full-colour with excellent results, but not real-time, which lets it down.

CELTIC LEGENDS

CELTIC LEGENDS IS A STRATEGY GAME PLAYED ON A HEXAGONAL GRID.

- An appealing mix of magic and strategy: cast spells (viruses, remedies, paralysis, blindness....), build castles, assemble and place your troops...
- Play in two player mode or against the computer opponent.
- Role-playing aspects include creation of your characters, experience points...
- An archipelago of a multitude of unique islands....

THE MAIN ACTION CONSISTS OF ARMIES OF MYTHICAL CREATURES ENGAGED IN INDIVIDUAL BATTLES.

"Very good use has been made of animation and graphics." *THE ONE*

"Graphically superb, Celtic Legends boasts some of the most colourful and detailed mythical creatures to be seen in a computer game." *ST ACTION*



UBI SOFT
Entertainment Software

Saddlers House, 100 Reading Road, Yateley,
Camberley, Surrey GU17 7RX Tel: (0252) 860 299



THE MARK

CRUISE FOR A CORPSE

THE QUEST FOR ADVENTURE SERIES No. 1



From the creators of Operation Stealth

AMIGA



CRUISE FOR A CORPSE

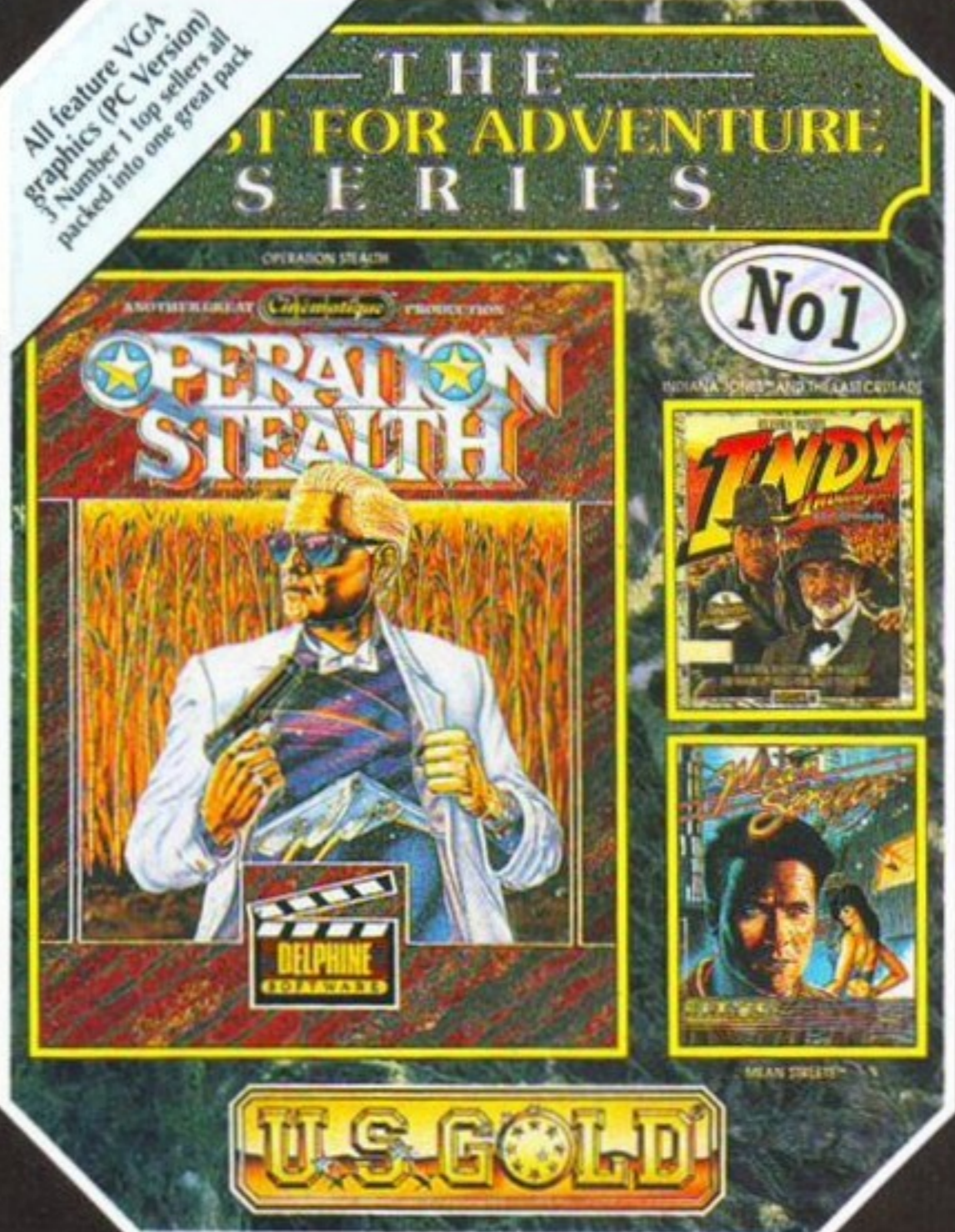
Based in the 1920's, Inspector Raoul Dussentier is aboard a ship in the Mediterranean. But no sooner has the cruise begun when Raoul is summoned to investigate a crime - the murder of his host Niklos Karaboudjan, the Greek shipping magnate. It's up to Raoul to throw some light on this sinister mystery!

- Wide range of actions including the option to question other characters in true Agatha Christie style.
- PC version features 256 colours, AdLib™ & Roland™ sonic support.
- Amiga Version features 32 colours.

AVAILABLE ON: ATARI ST, AMIGA & PC (EGA, CGA, VGA, TANDY AD-LIB™ & ROLAND™).

© 1991 DELPHINE SOFTWARE. All rights reserved. Cinématique™ is a trademark of Delphine Software.

All feature VGA Graphics (PC Version) 3 Number 1 top sellers all packed into one great pack



ATARI ST



OPERATION STEALTH

Operation Stealth plunges you headfirst into a brand new Cinématique™ Interactive espionage adventure • Superb atmospheric musical score • High definition graphics • Detailed animation.

INDIANA JONES™ and the Last Crusade - The Adventure • The chase is on all the way to the greatest treasure in history, the Holy Grail. • Indiana Jones offers superb graphics and a sensationally intriguing plot. • A no typing point 'n' click interface provides the player with quick and easy access to a combination of verbs, objects and locations. • Over 100 different sound effects. • 68 page Grail Dairy details extensively storyline hints & tips.

MEAN STREETS™

The year is 2033. Your name is Tex Murphy, Private Investigator in San Francisco. You've been hired by the beautiful daughter of a university professor to uncover the facts about his death.

AVAILABLE ON ATARI ST, AMIGA & PC (VGA 256 Colour Only).

This compilation © 1991 U.S. Gold Ltd. All rights reserved. Manufactured under license by U.S. Gold Ltd.



U.S. Gold Ltd, Units 2/3 Holford Way, Holford, Birmingham B6 7AX. Tel: 021 625 3366.



NEED HELP? CALL THE GOLD PHONE HINTS & TIPS LINE

HILLSFAR • DRAGONS OF FLAME • HEROES OF THE LANCE TEL: 0898 442025 CURSE OF THE AZURE BONDS • POOL OF RADIANCE • CHAMPIONS OF KRYNN TEL: 0898 442026 LUCASFILM HELPLINE • COMPETITION • INDIANA JONES • ZAK MCKRACKEN • MANIAC MANSION • LOOM • SECRET OF MONKEY ISLAND • BATTLE OF BRITAIN TEL: 0839 654123

Service provided by U.S. Gold Ltd, Units 2/3 Holford Way, Holford, Birmingham B6 7AX.

OF A WINNER

THE GODFATHER™ - ACTION GAME

"You don't ask for power...
...You take it!"

The Godfather™

U.S. GOLD

AMIGA



THE GODFATHER™ - THE ACTION GAME

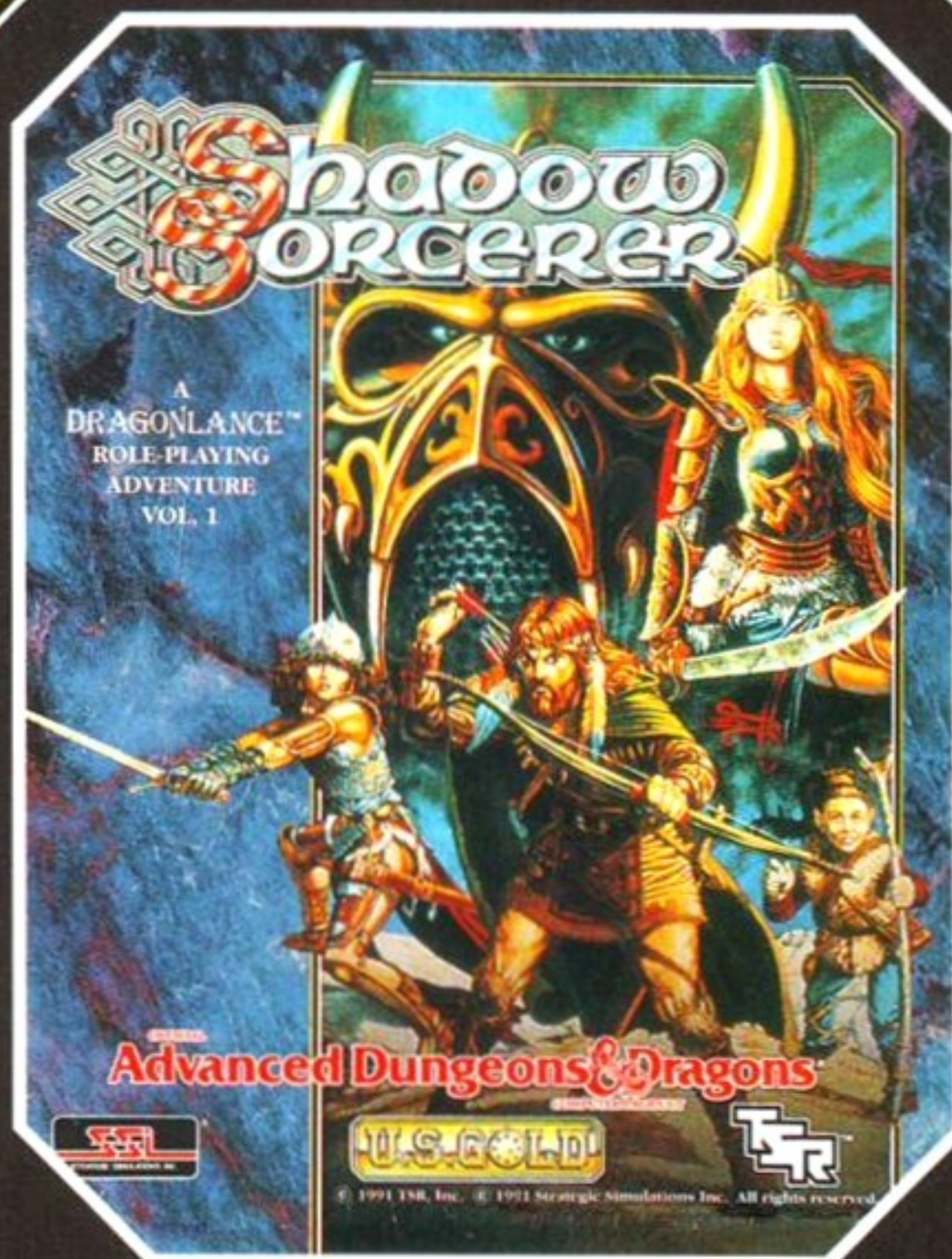
Domination, wealth, power and justice are all part of the game plan. Flex your muscles in the rough and tough world of The Godfather, crushing other Don's scheming plans to take a piece of your action! Nerves of steel and a cool head are needed to keep the bad guys at bay.

- Digitised sound effects.
- Full colour allowing stunning detail and realism.
- Unique graphic interaction sequences.
- Superb action mixed with quick decision making.
- Collect hidden bonuses to advance through the game.

AVAILABLE ON ATARI ST, AMIGA & PC (VGA 256 Colour Only).

TM and © 1991 Paramount Pictures. All rights reserved. The GODFATHER is a registered trademark of Paramount Pictures U.S. Gold authorised user.

SHADOW SORCERER



ATARI ST



SHADOW SORCERER

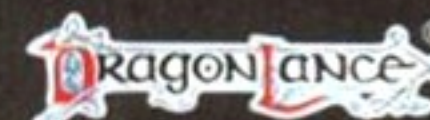
This new concept in role-playing adventures means that in minutes you will find yourself in the thick of the action, facing many enemies not the least of which is the SHADOW SORCERER himself.

- 100% "Point 'n' click" icon control.
- 3D isometric play area giving you more control in the playing environment.
- Control up to 4 characters in a life or death struggle against evil.
- Hexagonal grid, wilderness map for outdoor confrontations.
- 3D "animated miniatures" represent your cast of characters in real-time combat action.

AVAILABLE ON: ATARI ST, AMIGA (1 MEG) & PC (EGA, CGA, VGA, TGA), PC SUPPORTS ROLAND™, ADLIB™ AND PC SPEAKER.

Advanced Dungeons & Dragons, AD&D, DRAGONLANCE and the TSR logo are trademarks owned by TSR, Inc., Lake Geneva, WI, USA and used under license from Strategic Simulations, Inc., Sunnyvale, CA, USA. © 1991 TSR, Inc. © 1991 Strategic Simulations, Inc. All rights reserved.

Screen shots are only intended to be illustrative of the gameplay and not the screen graphics which may vary considerably between different formats in quality and appearance and are subject to the computer's specification.



Trenton Webb

Doctor of Gonzo Journalism



TOP TEN GAMES



- Populous 2 - Electronic Arts
- The Secret of Monkey Island - Lucasfilm/US Gold
- Battle Isles - UBI Soft
- Eye of the Beholder - SSI/US Gold
- Dueteros - Activision
- Mega-lo-Mania - Image Works
- Speedball 2 - Image Works
- First Samurai - Image Works
- Thunderhawk - Core Design
- Jimmy White's Whirlwind Snooker - Virgin Games

TOP FIVE MOVIES

- Terminator 2
- Godfather 3
- New Jack City
- Silence of the Lambs
- Dead Again (well I liked it!)

TOP FIVE RECORDS

- Bring the Noise (Apocalypse '91 Remix) - Public Enemy and Anthrax.
- Bodycount - Ice T/Bodycount.
- Brutal Equation - Consolidated.



Killing Fields - Ice T and the Rhyme Syndicate.
Heed the Word - X Clan (OK so it was released in 1990, but I only heard it this year and it's still spiffy).

FAVOURITE BOOK

Hocus Pocus - Kurt Vonnegut. Viciously satirical look at modern America through the eyes of a prisoner awaiting appeal. Classic Vonnegut!

Maff Evans

King of Sardinia



TOP TEN GAMES



- Secret of Monkey Island - LucasFilm/US Gold
- James Pond II Robocod - Millennium
- Lemmings - Psygnosis
- Speedball 2 - Image Works
- PGA Tour Golf - Electronic Arts
- Llamatron - Llamasoft
- SWIV - Storm
- Cruise for a Corpse - Delphine
- First Samurai - Image Works
- Lotus Turbo Challenge 2 - Gremlin

TOP FIVE MOVIES

- Akira
- Jacob's Ladder



- Terminator 2
- Predator 2
- New Jack City

TOP FIVE RECORDS

- This World Must Be Destroyed - Front 242
- Get Down, Make Love - Nine Inch Nails
- This is Fascism - Consolidated
- Smell of Teen Spirit - Nirvana
- Crawl - Controlled Bleeding

FAVOURITE BOOK

Toady - Mark Morris. A horror story set in a seaside town during a bleak winter. The plot centres around a group of boys who call up an evil spirit during a seance and have to deal with the consequences. A tight, original story with a surprising twist.

Damien Noonan

Editor-in-Chief



Our

It wasn't just the year of the Amiga... the hostages were freed and when the midnight oil they spent there time...

Gary Lord

Chief Group Sub



Frank Bartucca

Executive Designer



TOP FIVE GAMES

- PGA Tour Golf – Electronic Arts
- First Samurai – Mirrosoft
- The Secret of Monkey Island – US Gold
- Lemmings – Psygnosis
- Jimmy White's Whirlwind Snooker – Virgin



TOP FIVE MOVIES

- Akira – the Movie
- Terminator 2
- Wild at Heart
- Dark Angel
- Truly, Madly, Deeply

TOP FIVE RECORDS

- Losing my Religion – REM
- Hippychick – Soho
- Peggy Suicide (the album) – Julian Cope
- Smells like Teen Spirit – Nirvana
- Zoë – Sunshine on a Rainy Day

FAVOURITE BOOK

Vineland – Thomas Pynchon

Year

ga, the Gulf War came and went, the AF team weren't burning the enjoying the following...

TOP TEN GAMES

- Lotus Turbo 2
- Lemmings
- SWIV
- PGA Tour
- Super Space Invaders



TOP FIVE MOVIES

- Cyrano de Bergerac
- The Silence of the Lambs
- The Nasty Girl
- Thelma and Louise
- Life is Sweet

TOP FIVE RECORDS

- Shiny Happy People – REM
- Move any Mountain – The Shamen
- Can You Dig It? – The Mock Turtles
- This is Your Life – Banderas
- It Ain't Over 'til it's Over – Lenny Kravitz

FAVOURITE BOOK

The Great Gatsby – F Scott Fitzgerald

TOP TEN GAMES

- Lotus Turbo Challenge Two
- PGA Tour Golf
- Lemmings
- SWIV
- Jimmy White's Whirlwind Snooker



TOP FIVE MOVIES

- Godfather III
- Terminator 2 : Judgement Day
- Batman – The Movie (60s version)
- The Russia House
- The Doors

TOP FIVE RECORDS

- The Doors – In Concert
- The very best of T-Rex
- The Doors – The Doors
- Where the Pyramid meets the Eye
- Peggy Suicide – Julian Cope

FAVE BOOK

The Garden of Eden – Ernest Hemingway

Marcus Dyson

Art Director



TOP TEN GAMES



- Lemmings – Psygnosis
- James Pond II Robocod – Millennium
- SWIV – Storm
- Llomatron – Llamasoft
- Spindizzy Worlds – Activision
- PGA Tour Golf – Electronic Arts
- Lotus Turbo Challenge 2 – Gremlin
- Jimmy White's Whirlwind Snooker – Virgin
- Super Space Invaders – Domark
- Rodland – Storm

TOP FIVE MOVIES

- Nikita
- Talk Radio
- The Hot Spot



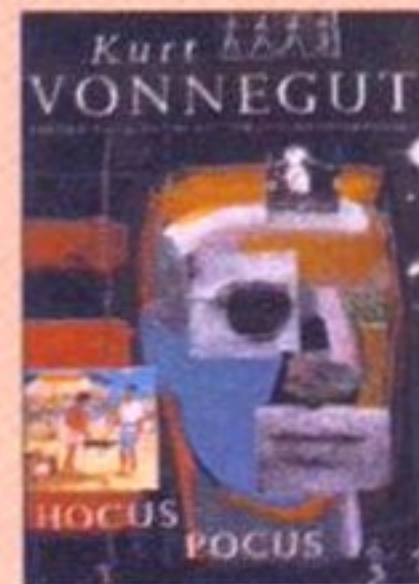
Catchfire
Roselyn and the Lions

TOP FIVE RECORDS

- Gish - Smashing Pumpkins
- Peggy Suicide - Julian Cope



Special Kiss - Gumball
Nevermind - Nirvana
Birdbrain - Buffalo Tom



FAVORITE BOOK

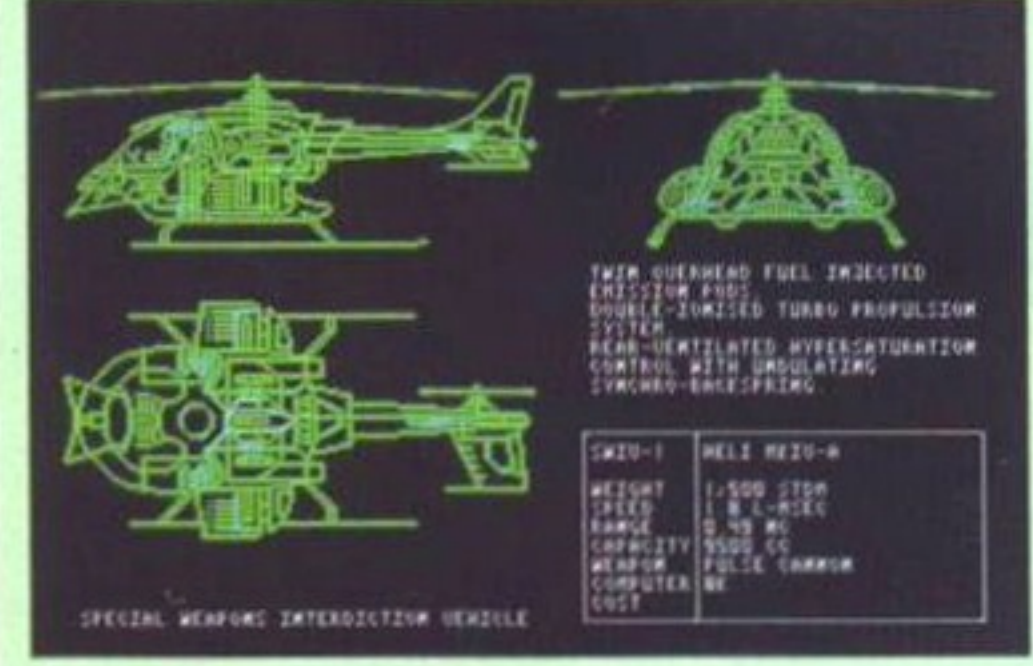
Hocus Pocus - Kurt Vonnegut

Pat MacDonald

Technical Guru



TOP TEN GAMES



- SWIV - Storm
- Speedball 2 – Imageworks
- Gods – Renegade
- MIg-29M – Domark
- Full Contact – Team 17
- Narco Police – Dinamic
- Air Warrior – On-line
- PGA Tour Golf – Electronic Arts
- Silent Service II – MicroProse
- Sea Lance – PD!

TOP FIVE MOVIES

New Jack City



Silence of the lambs
Terminator 2
Cyrano de Bergerac
Henry V

TOP FIVE RECORDS

- Decade of Aggression – Slayer
- Metallica – Metallica
- Mindfunk – Mindfunk
- Mr Bungle – Mr Bungle



Nevermind – Nirvana

FAVOURITE BOOK

GVP Series 2 Hard Drive manual



CRYSTAL COMPUTERS

Have a Cryst



Amiga A500 computer

PLUS

Bart Simpson, Captain Planet, Deluxe Paint III, Lemmings (game of the year)

PLUS

FREE 10 games: Dungeon Quest, Kid Gloves, Flight Path 737, E-Motion, Plutos, Artificial Dreams, Space Station, Eye of Horus, Power Play, Tower of Babel

PLUS

FREE 512K RAM upgrade,
FREE Mouse mat,
FREE Crystal gift Voucher
(value £5)

Only
£399.99



Amiga A500 computer

FREE 512K RAM upgrade

PLUS

FREE 25 games

Bart Simpson, Dungeon Quest, Artificial Dreams, Tower of Babel, Eye of Horus, Monster Slam, Ice Hockey, Jump Jet, E-Motion, Slayer, Starray, Microprose Soccer, Quadralien, 5 Gear, DataStorm, Thai Boxing, RV Honda, Space Station, Shufflepuck, Warzone, Kid Gloves, Battle Valley, Starblaze, Star Goose, Steel.

PLUS

FREE microswitched joystick,
FREE deluxe mouse mat,
FREE 20 blank disks,
FREE Crystal gift voucher
(value £5)

Only
£449.99

DTP / Word Pro/Utils/Video etc.

Rombo complete colour solution including: Vidi Amiga; Vidi Chrome; Vidi RGB (Photon Paint limited offer)....	£159.95
Rombo 'New' Vidi Amiga Vidi Amiga; Vidi Chrome (Photon Paint limited offer).....	£116.95
Rombo Vidi RGB (electronic colour splitter) inc. PSU.	£69.95
Amiga Vision desktop video	£119.95
Elan Performer V2	£49.95
TV Text Professional	£113.00
Video Effects 3D	£139.95
Showmaker	£269.95
Deluxe Paint II	£39.95
Director v 2	£79.95
Image (animation)	£168.90
Walt Disney animation	£79.95
Photon Paint 2	£29.00
Vista	£55.00
Video Effects 3D v1.2A	£119.95
Modeller 3D	£51.99
X-CAD 3D	£269.90
Cross DOS	£22.00
DOS 2 DOS	£22.90
X-Copy Professional	£32.50
All-in-1	£54.00
Sound Master	£104.00
Real 3D beginners	£99.99
Real 3D professional	£280.00
Lattice C++	£221.50
Lattice C v5.1	£169.00
Dr. T KCS v3	£219.00
Midi Recording Studio	£43.00
Frame Grabber PAL colour	£490.00
Maxi-plan+	£49.95
Pagesetter v2	£52.95
Pagestream 2.1	£174.95
Professional Page v2	£159.95
Saxon Script Professional	£84.95
Saxon Publisher (Ultimate DTP)	£229.95
Kids Type	£21.95
Pen Pal	£74.95
Protext v5	£129.95

Scribble Platinum	£44.95
ProWrite 3.1	£139.95

Amiga Hard Drives

Protar A500 HD 20Mb 0Kb RAM	£265.00
Protar A500 HD 30Mb 0Kb RAM	£325.00
Extra RAM 1Mb	£55.00
Extra RAM 2Mb	£109.95
RAM power supply	£31.95

Monitors

Visto Stereo 14" colour for any Amiga 600 pixels * 285 lines, incl. FREE lead. (improved Philips under licence).....	£239.95
Commodore 1084S stereo (latest model inc free leads).....	£259.95
Citizen/Trinitron Multi-sync.....	£349.95
Philips Stereo 8833MkII (inc Free F-19 Stealth fighter).....	£249.95
(Amiga / ST / STE lead £7.95 - please state which)	
Commodore 1950 14" multi-sync tilt/swivel	£449.95
(includes Free cable 1500 / 2000 / 3000)	

Disks KAO

3.5" DSDD 135tpi bulk. All disks 100% error free. Complete with labels.	
25	£11.95
50	£21.95
100	£37.50
200	£71.95
Rainbow packs	
5 each of six colours (30)	£16.00
10 each of six colours (60)	£31.00
20 each of six colours (120)	£52.80

Amiga hard drives

Commodore A590 20Mb 0Kb RAM	£289.95
Commodore A590 20Mb 1Mb RAM	Ephone
Commodore A590 20Mb 2Mb RAM (fitted).....	£369.00
GVSP2 52Mb on/off switch 0Kb RAM	£389.95
GVSP2 (expandable up to 8Mb).....	Ephone
GVSP2 105Mb 0Kb RAM	£590.00
Supra 500XP 20Mb 0.5Mb RAM fitted	£339.95
Supra 500XP 20Mb 2Mb RAM fitted	£429.95
Supra 500XP 80Mb 0.5Mb RAM fitted	£589.95
Supra 500XP 105Mb 2Mb RAM fitted	£689.99

Modems

SupraModem 2400	£128.00
SupraModem 2400 MNP (MNP 2-5).....	£158.00
SupraModem 2400 Plus (MNP / V24bis).....	£179.00
SupraModem 9600 Plus (V32 MNP V42bis)	£499.95
all modems come with FREE RS232 lead / K-Comm software	

Peripherals

Commodore A2088 XT bridgeboard	£289.95
Commodore A2686 AT bridgeboard	£656.95
Commodore A23000 1500/2000 internal genlock.....	£89.95
Commodore 1535 display enhancer 1500/2000 (requires multi-sync monitor)	£229.95
Cumana external disk drive	£59.95
SupraRAM 500RX slimline memory expansion. Uses expansion port with bus pass, through test mode software on/off switch.	
8Mb exp with 2Mb installed	£194.95
SupraRAM 500RX with 4Mb installed.....	£267.95
SupraRAM 500RX with 8Mb installed.....	£418.00
Podscat 12"12 drawing inc puck / pen-cursor	£193.95
External 5.25" disk drive	£145.95
8802 genlock	£234.95
8802 mode switch box	£34.95
8802 extension cable	£9.95
Minigen genlock	£109.95
Naksha mouse	£22.95
Optical mouse	£43.00
High quality Euro mouse ST/Amiga.....	£19.95
Phantom SMPTE generator	£239.95

Printers

All our printers come with a free Amiga drivers disk links for JX730	£7.95
'New' Star LC-20.	
This is the great new printer to follow that superb classic, the LC-10. New features include 180cps draft / 45cps nlq, mono, 8 fonts, friction / tractor, paper park, auto load	
£169.95	
Star LC-200	
Colour / mono, 9 pin, 45cps nlq / 180cps draft / hi speed draft 225cps, 16Kb buffer, friction / push pull tractor	
£209.95	

Star LC-24200

Colour / mono, 24 pin, 67cps nlq / 200cps draft / hi speed draft 222cps, 7Kb buffer, expandable to 39Kb, 10 fonts, optional font cards, friction push or tractor pull. £295.95

Star LC-2410

Mono, 24 pin, 45cps nlq / 180cps draft, 8 fonts, optional font cards, paper park, excellent 24 pin £209.95

'New' Star Pro-to-col series

Star ZA-200

Colour / mono, 84cps nlq / 336cps draft / 420cps hi speed draft, 32Kb buffer, 8 resident fonts, friction push tractor, advanced paper park, autoloader, 1 year on-site warranty £369.95

Star ZA XB24-200

Colour / Mono, 24 pin, super letter quality with 48 pin feature, 4 SLQ fonts, 14 LQ fonts, 100cps lq / 332cps draft, 20Kb buffer.....

Ephone

Seikosha SP-1900 (Amazing price, superb printer, 192 cps draft, 48 cps nlq, Paperpak)

Seikosha LT-20 24 pin notebook printer, amazing size (sits under a laptop)

Seikosha SP-2000 Parallel, serial, interface, Paperpak, 21K buffer, 192 cps draft, 48 cps nlq

Seikosha SL-92 24-pin, 240 cps draft, 66 cps nlq, 44K buffer, 360x360 dpi graphics and a host of features. A superb printer only

Citizen 120D+

Citizen 124D

Citizen Swift 9

Citizen Swift 24

Free colour kit with Swift printers, worth £39.95

Commodore MPS 1270 inkjet.....

Commodore MPS 1230 9 pin mono

Commodore MPS 1550C 9 pin colour

SPECIAL OFFER

PrinterPak comprising of: cable, 200 sheets of paper, printer stand. Normally £29.95, when ordered with any printer, only.....

We stock a full range of books, joysticks, ribbons, music software, hardware, disk storage, boxes, cables, etc.

Please call: 04024 38438
Government and trade orders welcome

Crystal Clear Christmas



Commodore's CD-TV

Multimedia system for the home. A new dimension - A new lower price. The ultimate in home entertainment and education

INCLUDES

- CDTV489.00
- FREE** Welcome. A guide to CDTV (value) 34.99
- FREE** Lemmings (Arcade classic) (value) 34.99
- FREE** Hutchinson's Encyclopedia (value) 49.99
- Inc.** Infra-Red Remote Control.

Pack value : £608.97

Only £489.00

Other CDTV Titles

Education		Animate Colouring Bk ...16.95
A Bun for Barney (3-5)...	29.95	
Barney Bear Goes to School (2-6).....	25.95	Entertainment
Cinderella (6+)	34.95	Battlestorm25.95
Fun School 3 (3-5).....	21.95	Classic Board Games.....29.95
LTV English	29.95	Defender of the Crown ..25.95
My Paint (3-9).....	25.95	Falcon
Paper Bag Princess (6+) ..	29.95	Case of Gautios Condor..29.99
		Battle Chess.....38.00
		Sim City.....25.95
		Pro Tennis Tour II.....25.95
Music		Psycho Killer25.95
CD Remix.....	25.95	Sherlock Holmes37.95
Music Maker.....	29.95	Spirit of Excalibur29.95
Musicolour.....	T.B.A	Team Yankee.....25.95
Arts & Leisure		
Women in Motion.....	25.95	
Trees, Shrubs, Conifers ..	29.95	
Indoor Plants	29.95	

This is a small list of titles available. Full list is sent with orders.



Amiga A500 computer

PLUS

512K RAM expansion

PLUS

- Pro-write 2.5 - word processor
- Deluxe Paint II - art
- Deluxe Print II - pretty!
- Infofile - database
- Music Mouse - at least it doesn't squeak!
- Logo + talking turtle - Childrens art language learning
- Lets spell at home - educational
- BBC emulator - read your old beeb files
- 10 blank disks, deluxe mouse mat
- FREE** resource file - curriculum guide
- FREE** introductory video - pop it into the VCR and relax

FREE 10 great games - for when the serious stuff finishes

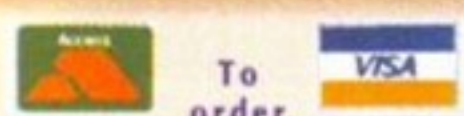
FREE Crystal gift voucher (value £6)

total retail value £1070.00
Crystal price £499.95

Amiga A500 & A500+

All our Amigas are UK specified, and unless stated, consist of the following:

- | | |
|----------------------------------|-----------------------------------|
| 1. 3 operating manuals | 9. 512Kb RAM or 1Mb built-in |
| 2. 1Mb built-in disk drive | 10. Workbench 1.3 or 2.0 |
| 3. Commodore mouse pointer | 11. Tutorial disk |
| 4. Built-in Kickstart 1.3 or 2.0 | 12. Extras disk 1.3 or 2.0 |
| 5. TV Modulator | 13. Digital 4 channel stereo |
| 6. Built-in speech synthesis | 14. Built-in 'notepad' simple w/p |
| 7. 4096 colours | 15. Amiga BASIC language |
| 8. Power supply | 16. Necessary cables |



To order
Just telephone our sales hotline number - 04024 38438 9am to 10pm. Quote your full name and address, your Access / Visa / Creditcharge number, along with your requirements. Include your daytime telephone number. Or, send your personal / building society cheque / bankers draft, with full details, to our mail order address: Unit 4, 11a Station Lane, Hornchurch, Essex, RM12 6JL. All prices are inclusive of VAT.

Vouchers
Our deluxe gift vouchers can be easily used, just phone our sales number - 04024 38438. To purchase a gift voucher, call our sales team. If you have recieved a free gift voucher from us (1 per

sale), it can only be used on goods whose total value exceeds £50 excluding postage.

Backup service
We honour the warranty's as given by the manufacturer, subject only to proof of purchase. Where Atari hardware has failed in the first 28 days, we will exchange that item with a new replacement. After 28 days equipment will be repaired.

Collections
Visitors are welcome at our retail showroom and collections can be arranged with dispatch manager - phone 04024 38438.

Finance / Credit facilities
All advertised products over £100 can be purchased on our Creditcharge store card, tailored to your needs. APR 36.8% (variable).

Full written details available on request. Subject to status. Finance is for UK mainland residents and BFPO Personal only. You may use any Lombard Creditcharge card for purchase, subject to credit limit.

Delivery. Carriage charges
Please add £3 per order for post+packing. Software, books, cartridges £1.20 per item. Larger items up to 25Kg are sent insured post / courier service. Next working day £6.50. Orders over £150 not sent by courier add £5. Special Saturday delivery can be arranged. All orders recieved by 4:30pm will be dispatched same day subject to availability, or unless otherwise instructed, i.e. Birthday present, etc. All above UK mainland only. (Export, BFPO, Channel Isles - details on request)

This months Crystal Ball
'Euromouse' ST/Amiga switchable. £14.00

Crystal Ball Special
Amiga Half Meg RAM upgrade with clock... £24.95



Unit 4, 11a Station Lane, Hornchurch, Essex, RM12 6JL, Tel: 04024 38438, Fax: 04024 44399
Showroom 174 High Street, Hornchurch, Essex.



I wish it could be

Place your bets, the runners are under starter's orders and ready for the Christmas software handicap hurdle. It's the race to see which game will hit the top slot at closing time on December 24. Game publishers have chewed their fingernails up to their elbows, eager to know whether they've made the big time during the Chrimbo software silly season.

Powermonger took the top Amiga honours last year, with those pesky Turtles coming close behind. In 1989 *Batman - the Movie* stole the race, despite the handicap of being bundled with all new A500s and the incredible sales of the number two title *Hard*

Drivin'. Who is in line for winning glory this year? Will hype or good game design win? Are we all licence lemmings or will another original title take the Christmas chart crown. We've stacked up all the biggest names and all the biggest games to rate their chances.

AMIGA FORMAT

50

JANUARY 1992

DUNC'S TIP FOR THE TOP

Populous 2 ■ £29.99 Electronic Arts

The biggest name in Amiga games has its second coming and could repeat the *Powermonger* success. It's an instant classic but could not make the race because of final testing and packaging. If it makes it in time, this god game could rule the courses over yule-tide and for months to come. The strongest original runner in the field.



The popular winged pony that has the gods on its side is Dunc's Tip for the Top. An especially kind runner, but can rile up if it so pleases. An all rounder and world beater, it's going to be around for a while yet. A real winner. Bets on!

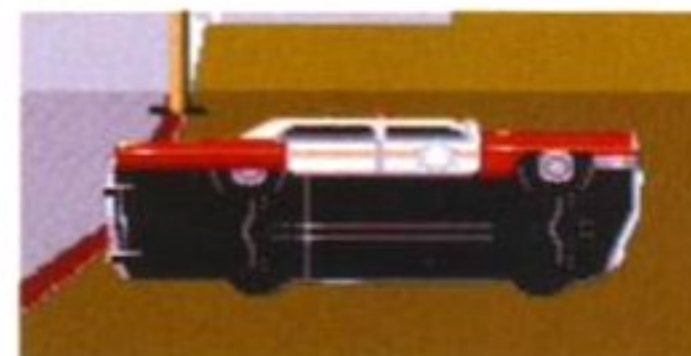
Oh No! More Lemmings! ■ Psygnosis £14.99/£25.99



With a hundred industrious handlers, this horse is bound to be well groomed. Prefers solid ground and to stay with the group.

Double-edged sales pitch (as data disk and stand alone game) should give the lemms a numerical advantage. The success of the original Lemmings and its inclusion in the Cartoon Classics bundle mean there's a vast potential market for data disks, but take up may not be as sudden as a 'new' release.

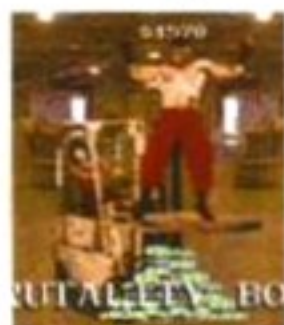
Cisco Heat ■ £25.99 Image Works



An honest law-abiding horse. Known in the field as Frisky Ciscy, this excitable filly can get a little too frisky, and sometimes doesn't even make the track.

Christmas driving games are as traditional as Bond movies, but *Cisco* lacks the arcade appeal of *Smash* or *G-loc* to really be a major contender. The conversion (Page 129) is thorough but a bit smallish. Its claim to fame is also overshadowed by *Formula 1 GP* and *Lotus*.

Pitfighter ■ Domark £25.99



An aggressive strong horse. Attacks every track with real vehemence.

A huge arcade hit, the conversion is limited by the game it copied - it's just a weird beat em up. Poor critical response from the press may have hurt its chances. *Pitfighter* has a big name but little else to support its bid for the world title. Unlikely to be up there come the 24th.

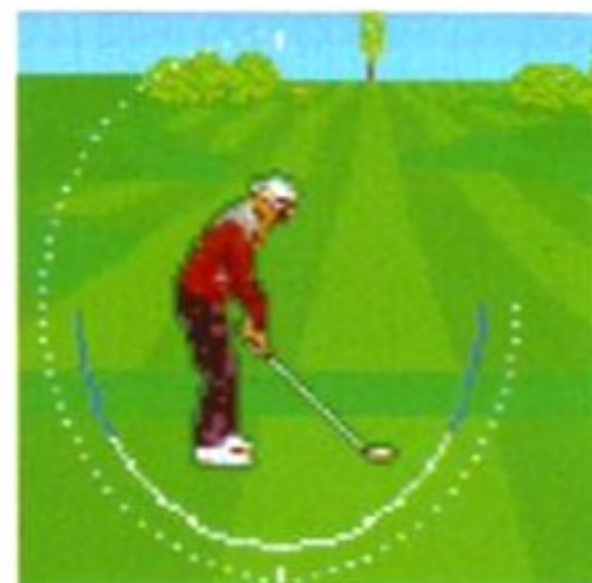
Birds of Prey ■ Electronic Arts £30.99



Usually gets off to a flying start, but lacks consistency. A good jumper, seems at home in the air.

The long awaited multi-plane flight sim has the reputation to demand Number One status this Christmas. Its complexity and release delays may have fatally wounded its chart chances. Do enough people remember it to make it a major Christmas force?

MicroProse Golf ■ MicroProse £30.99



PGA Tour Golf took the honours as the year's best charting mare (Page 122) so hopes are high for the MicroProse stables. A cracking golf outing *Golf* has the stamina to still be racing well into '92 but may not have the sprint start needed for Christmas.

Another newcomer to race. Tends to swing round bends with remarkable ease.

Captain Planet ■ Mindscape £25.99



A newcomer to the Green stables. Has a good temperament, but may find this track a little hard.

Hmm! It would be huge if the hype worked. But as nobody seems to care about (or watch) the cartoon series, the licence's power appears limited. The game itself (Page 101) and its inclusion in the Cartoon Classics bundle seems to have spoilt the Captain's chances.

Knightmare ■ Mindscape £25.99



A bit of a dark horse. Likes to come up from behind, but tends to just stay there.

Evolved from the same breeding system as the award-winning *Captive*, *Knightmare* has cult TV coverage to back the game up. A good mix of licence and horse should make it a real front runner, but somehow it doesn't feel like a contender. More of a long distance game than an instant hit.

Super Space Invaders ■ Domark £25.99



A nostalgia trip conversion of the revamped Taito arcade, this one had a slow start on the point-to-point this month - although this could reflect a late release during the monthly stakes. The name could benefit from the 'Granny Factor' with its famous arcade name pulling in pressie-buying folk. A dark horse maybe?

This young colt has a lot to live up to. 13 years after his famous father started a revolution.

e Christmas No. 1

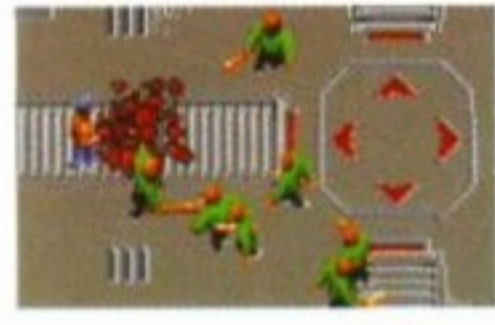
Robocop 3D ■ £25.99 Ocean



A Chrimble fave, *Robocop* is back but this time in 3D. The F-29 stable bring us this metal police horse in vector style. After a touch-and-go period it now looks a cert to make it out before the 24th. This time the game's out BEFORE the movie which could hamper Robo's top spot shot.

Robby tends to zoom out in front of the others, but he's been said to be a little rusty lately.

Smash TV ■ £25.99 Ocean



Super Smashy, a real blood thirsty runner.

This stunning William's coin-op was a massive hit at the recent Commodore Derby and is a long-time favourite of the Format team. Hard-core blasting action is promised in the conversion but that may not be enough to see it through the cut throat Christmas competition. *Smash TV* leads the coin op charge.

G-Loc ■ £25.99 US Gold



This outsider could be in the wrong race.

The hugely successful Sega coin-op aims to take over where *Afterburner* left off. An absolute pig to convert, US Gold look to have made a good job of cramming it onto computer. Can coin-ops, regardless of their conversion handicap quality, still make the grade as major Amiga titles? It remains an outsider with big title support.

Bart Simpson ■ £25.99 Ocean



Sky's Bart should make a major bid for the title as it backs an enormous licence with a strong colt. The yellowman could be hamstrung by his appearance in the Cartoon Classics bundle, although it didn't hurt *Batman* back in 1989. One of the favourites to make it to the top of the stakes.

The wildest of the runners. A mustang with an attitude, he prefers eating jockey's shorts to hay.

First Samurai ■ £25.99 Image Works



Known as Singing Sam. This friendly colt plays a holy tune. Hallelujah!

Vivid Image's stunning beat-em-up earned a Format Gold an issue ago. Taking beat-em-ups further than ever before, it races fast over a huge track. Its debut race was scheduled for November, but is delayed to give it a Christmas shot. A major contender, but an early release may set the initial pace too high.

Lotus Turbo Challenge 2 ■ £25.99 Gremlin



A good finisher, but the water jumps may cause problems. Still a good bet for the day

The current king of the racing circuit, Lotus is unlikely to still be there come the 24th. It has sold in droves already, so is there anyone out there who hasn't already got it? Still, with such an overwhelming instant response it cannot be ignored. Has it got the legs to last the distance.

Robocod ■ Millennium £25.99



Still trying to find a parking space.

An awesomely cute platform game in a console style. *Robocod* out 'Sonics' Sega's hedgehog in many pundits' opinions. Its pun name may be its biggest liability. If there's any justice this one should make a major impact as it's excellent in terms of gameplay and technical construction.

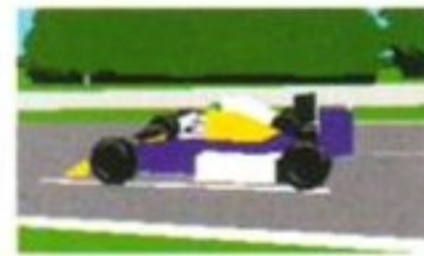
Heimdall ■ Core Design £30.99



A horse that has undergone some vigorous training.

A glorious isometric adventure and could go all the way. Its first day sales were phenomenal and if it can keep the pressure up it should give *Pop 2* a run. Core titles have a history of high initial placings that tail off into steady long-term success lower in the chart.

Formula 1 GP ■ MicroProse £30.99



Still trying to find the track. But when it does, it's sure to make an impression.

Ultra-slick car sim (Page 132) and interest in this one is intense. The test will be if it can race into the shops by the Christmas deadline. If it makes it to the retailers in time, then watch it climb. One of the best bets for Number One if it makes it in time.

Turtles Coin Op ■ Image Works £25.99



One of the slower runners. Having to carry a lot of extra weight.

Last year's *Turtlemania* has cooled down and may hamper the chances of this conversion. Drawn from the strong arcade machine it's got every chance of making the grade as a game, but the subject matter may prove more of a hindrance than a help.

Wrestlemania ■ £25.99 Ocean



Yankee-doodle-dandy, going wrong way is handy.

Over-the-top American style action, WWF is phenomenally popular. It sells 200,000 mags a month, and it should be a sure fire hit at Aintree. An acid test of the 'sports' popularity, can a beat-em-up stallion cut it at Christmas? Probably!



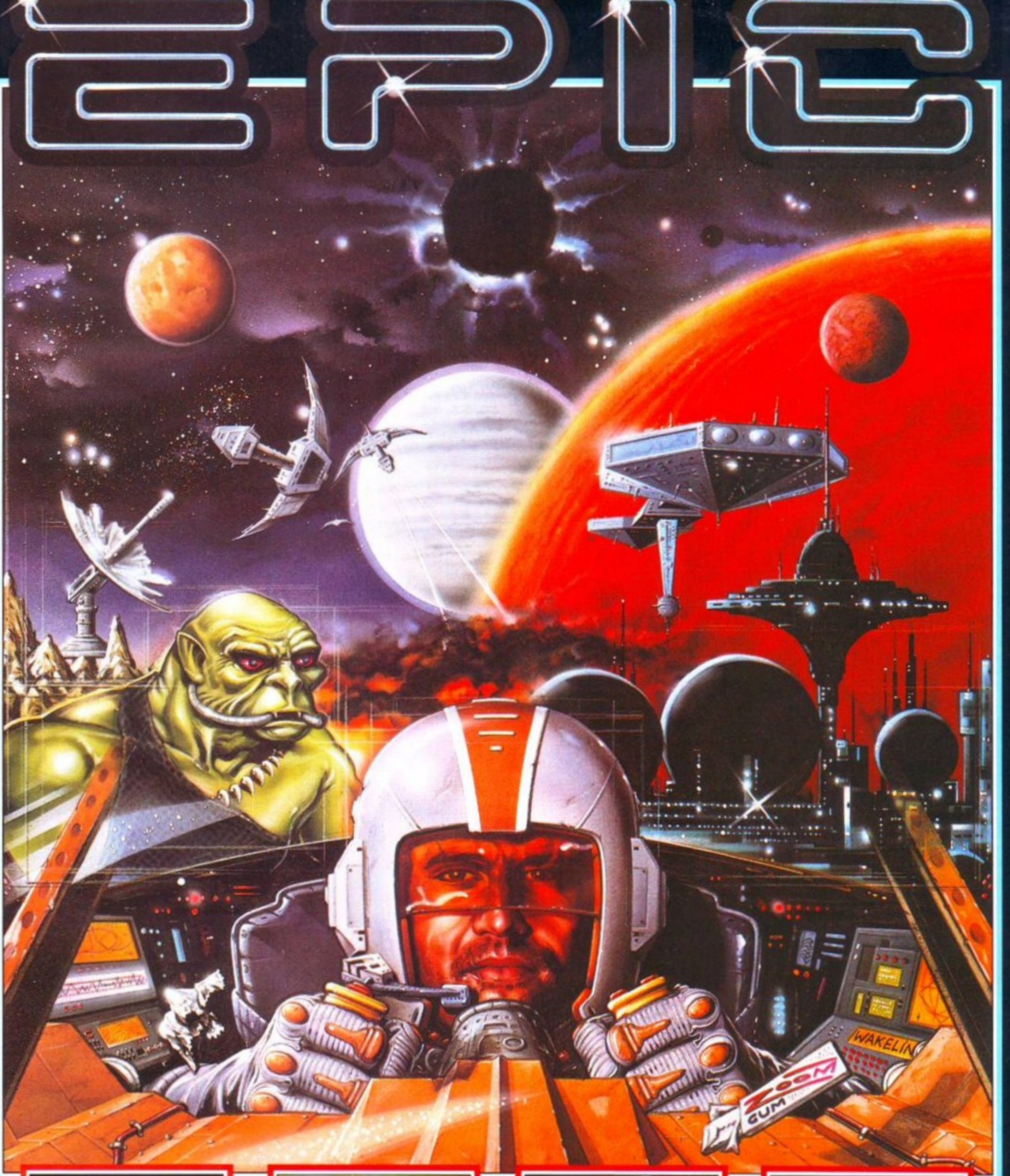
Race for the Christmas No 1

1. Populous 2	2-1
2. Smash TV	5-1
3. Wrestlemania	5-2
4. Robocop 3D	7-2
5. Robocod	9-2
6. Bart Simpson	10-1
7. Heimdall	10-1
8. Oh No! More Lemmings!	11-2
9. Formula 1 Grand Prix	11-4
10. First Samurai	12-1
11. Lotus 2	12-1
12. Super Space Invaders	16-1
13. MicroProse Golf	16-1
14. Nightmare	20-1
15. Turtles Coin-op	33-1
16. Cisco Heat	50-1
17. G-loc	66-1
18. Birds of Prey	500-1
19. Captain Planet	500-1
20. Pitfighter	500-1

Which of these 20 has the chance of making the grade? If the world was fair and just: *Populous 2*, *Smash TV* or *Robocod* should be tops on the 24th. All three have that original feel to them - though all three are developments of earlier concepts! And of these, *Populous 2* seems the best shot.

The winner, though will probably be WWF. Ocean are backing it up with loads of in-the-box goodies.

The other major contender is *Oh No! More Lemmings*, but it will depend on peoples' willingness to torture themselves with another 100 levels of puzzle-based angst! It also depends on what state people left *Lemmings* in. Judgment day is this 24th. Will it be a self-satisfied smug grin I've got on my face or just egg? Tune into Issue 31 to find out, who did what, when, and why.



TV SHOTS TAKEN FROM CBM AMIGA FORMAT

EPIC - A LEGEND BEYOND TIME

A legend is born, a supremely advanced one-man starfighter of awesome power and destructive capabilities that, in the right hands will wreak havoc amongst inter-galactic transgressors - that legend is **EPIC**.



A 3D 'epic' that reaches a milestone in polygon technology in terms of speed, graphical detail and pure out-and-out playability. A multitude of missions, ranging from devious to manic, take you deep into the heart of this sci-fi conquest of outer space. **EPIC** - a masterpiece of software engineering.

CBM AMIGA

OCEAN SOFTWARE LIMITED • 6 CENTRAL STREET • MANCHESTER • M2 5NS •

2-HOT 2-HANDLE

THE SPECIAL PACK OF ACTION GAMES THAT WILL CAUSE A

2-HOT

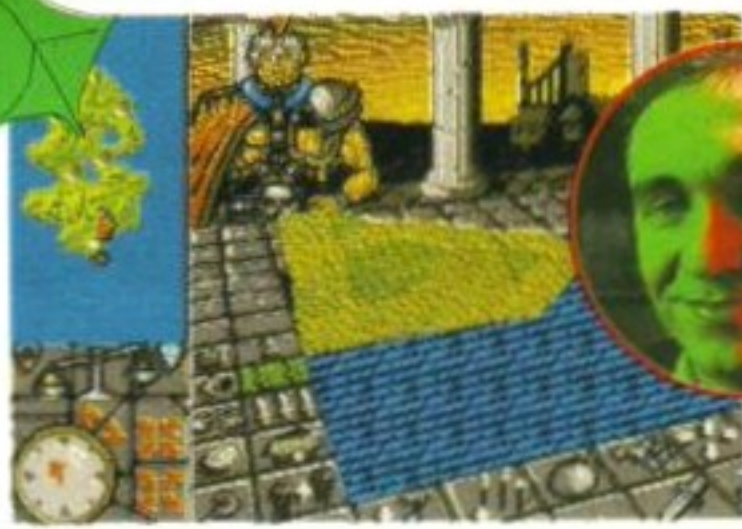
2-Handle



AMIGA ATARI ST



AMSTRAD
SPECTRUM
COMMODORE



Peter Molyneux, BULL-FROG PRODUCTIONS (Powermonger, Populous 2)

'91 "There wasn't anything totally exciting. Utopia and Mega-lo-Mania should have been exciting, but Utopia had so many bugs and it crashes, and with Mega-lo-Mania, the formula for winning was quite simple. The caddy system on the CDTV is ridiculous."

'92 "There are few things coming around the corner. Civilisation (Sid Meier's latest) is likely to turn us on the most."



Andrew Braybrook, GRAFTGOLD (Rainbow Islands, Realms)

'91 "Turrican II - I just had to finish it. The same with Lemmings. Now you can't get any of the team off Jimmy White's Whirlwind Snooker in the lunchtimes."

'92 "We are eagerly awaiting the Lemmings data disk, of course. And the sequel. Chaos Engine has a nice look to it, particularly the way they use the colours. And we did like the look of Apocalypse. Excellent."



Paul Walker, ARC DEVELOPMENTS (Forgotten Worlds, Simpsons)

'91 "The Amiga 500 Plus is good because it has the Meg as standard. There's not much that played very well this year. Erm... Jimmy White's Whirlwind Snooker - we're still playing it, every lunchtime. Lemmings was bl**dy addictive."

'92 "I'm looking forward to Populous 2. There's nothing else around really."

Ch-ch-changes!

Who better to ask for their views on the best games of 1991 than the top programmers?

Gary Penn finds what they liked and what they're expecting to be big next year...

AMIGA FORMAT

54

JANUARY 1992

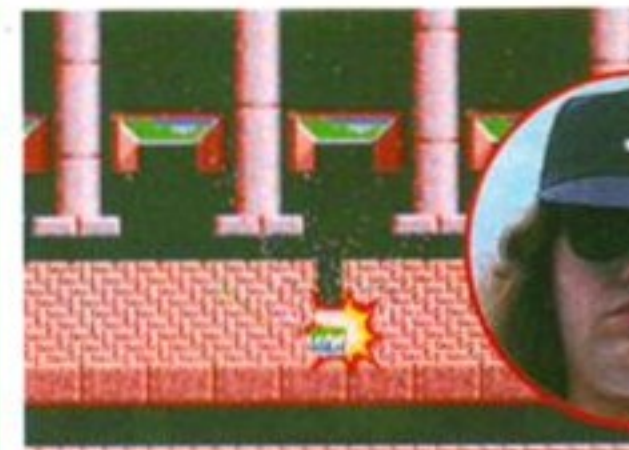


Colin Boswell, THE KREMLIN (Domark's HQ)

'91 "Alien Breed was a good shoot-em-up with a bit of intelligence. Speedball 2 was our favourite multi-player game. Chuck Rock and Rodland because of the graphics. Hunter is popular with a couple of the people here."

'92 "It would be nice to see a few packages that take advantage of the CDTV's facilities. And stretching a bit further the virtual reality theme. I'd like to see some games with a bit more thought as to what you can use the CD-ROM for. We think we've cracked it with Trivial Pursuit."

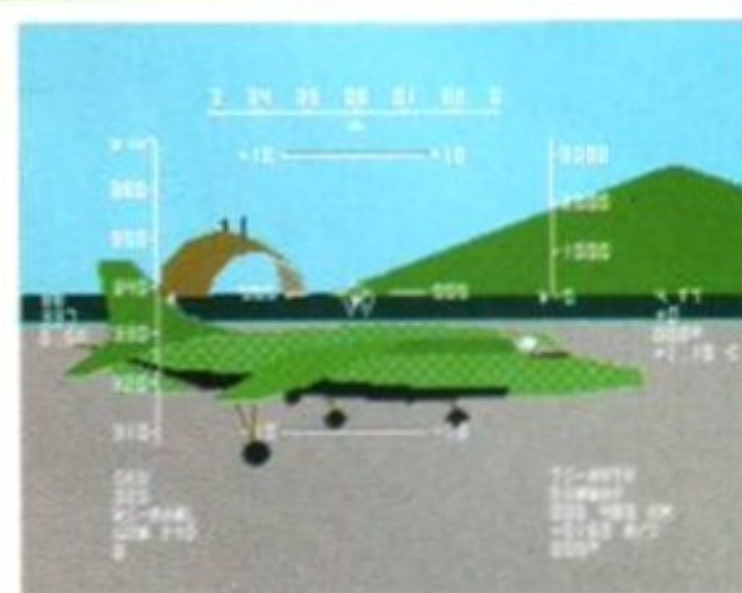
CDTV's facilities. And stretching a bit further the virtual reality theme. I'd like to see some games with a bit more thought as to what you can use the CD-ROM for. We think we've cracked it with Trivial Pursuit."



Jon Hare, SENSIBLE SOFTWARE (Mega-lo-Mania, Wizkid)

'91 "Lemmings was the 'G' spot of our year because it's innovative and fun to play. By the time we'd played the demo disk we didn't really want the full game, but it's only really because we don't play much else other than Kick Off 2."

'92 "Lemmings II, because the demo disk will be good. Doubtless we will buy Kick Off 3. It will be interesting to see what they do with it because we're writing a game which takes over from where Kick Off left off. And doubtless it will be good fun to play."



Richard Clucas, ARGONAUT (Starglider, Birds of Prey)

'91 "Birds Of Prey. It's about bl**dy time it came out, and it's really exciting because of the huge amount of things you can do in it. Lemmings was good - very addictive to play."

'92 "ATAC (Advanced Tactical Air Command). It's another flight simulator, but this one's for MicroProse. You actually need to be able to fly to do it properly, and you can fly either a plane or a helicopter. It's due for release in the second quarter of next year."

do it properly, and you can fly either a plane or a helicopter. It's due for release in the second quarter of next year."

Gary Liddon, STRANGWAYS



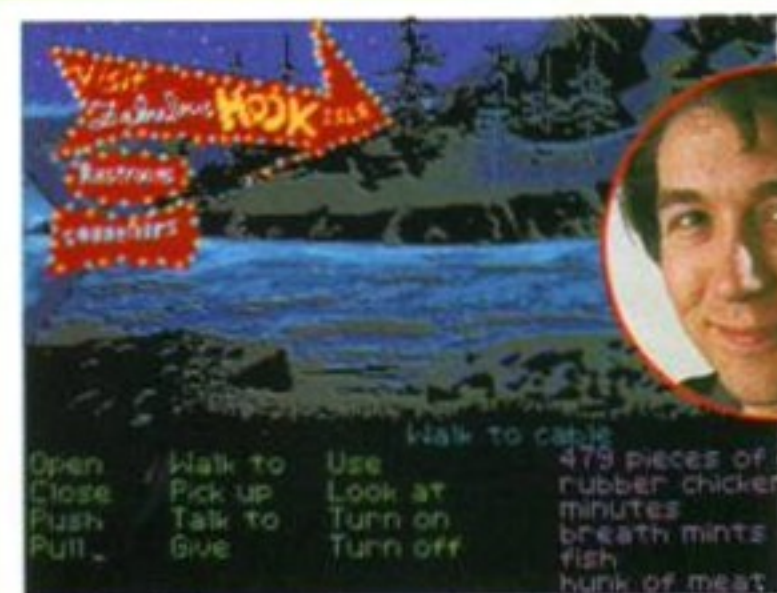
'91 "Nothing. No - Formula One Grand Prix. It looks smashing."

'92 "Elite II. It sounds smashing. And Bodycount and Apocalypse. They are smashing - better than any other games with the same names."

Karl Jeffery, IMAGES SOFTWARE LTD

'91 "Lemmings, for its originality. Lotus Turbo Esprit plays well. RoboCod I liked, because there are lots of little cute things in it. Technically, our own G-LOC is looking good for Christmas, combining sprites and vectors."

'92 "It would be nice to see a few more A500 Plus products, making use of the extra memory. That's the way to go."



Simon Phipps, CORE DESIGN

'91 "The Secret Of Monkey Island was so much fun. When it came out we had a competition to complete it. That's it really."

'92 "The sequel to Monkey Island... Indiana Jones and The Fate Of Atlantis... We're all excited about a Heimdall sequel. And Rob Toone's

rabid for a proper sequel to Dungeon Master. Oh yes, and the development of CD-ROM, so we can start putting big things on the Amiga."



Tony Crowther (Captive, Knightmare)

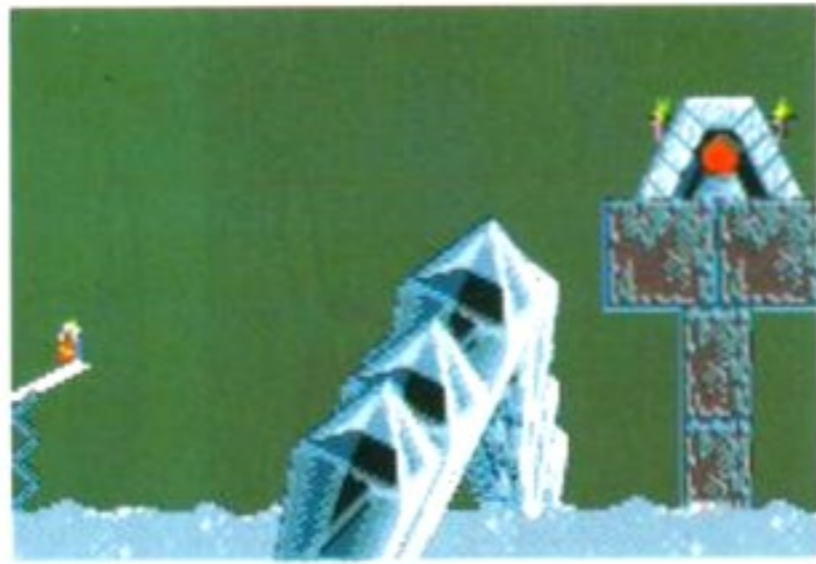
'91 "There ain't been much to cry about. Definitely Lemmings - cute, cuddly and fun. The CDTV's nice, but it's flogged wrongly - it should be sold as a disc drive, not an encyclopaedia."

'92 "I'm looking forward to doing Recaptured. Knightmare is going through to '92: I'll be intrigued to see how it goes. Me brother's after a sequel to Indy 500. I'd like to see a new Blitter chip for the Amiga, one that can do real-time reduction and x-flipping. Another sound chip would be better - it hasn't got enough voices. What might be nice is the Miracle (piano tutor from Mindscape) taking off, for all the software that'll come through."



Ronald Piekert Weeserik, STORM

'91 "Lemmings is the best game ever written for the Amiga. The Amiga operating system was made more mature with Workbench Kickstart 2, and the arrival of one Megabyte of chip RAM was good for obvious reasons. The Amiga outselling the ST was pretty good too."



'92 "We hope Elite II turns out to be good. Otherwise, we look forward to the further demise of the ST, and two megabytes of chip RAM."

Eric Matthews, THE BITMAP BROTHERS

'91 "The wickedest thing this year was Richard's Speedball 2 sound effects being put in. Delphine are doing some good stuff. Monkey Island was quite good. Lemmings, but that doesn't live or die on the Amiga - it works on any format."



'92 "The one Meg as standard is good, but the problem is why didn't they do that at the beginning? I don't think people will design specifically for it, as you exclude the half meg market. We will do things for it, but it's a case of enhancing the half meg version."

91's top games and what to look for in 92

Archer Maclean (Jimmy White's Whirlwind Snooker)

'91 "Jimmy White's Whirlwind Snooker. 95 per cent of games are never as good as the reviews say they are. I think Snooker is one of the few games that matches everything that was said. Lemmings was pretty much the same - it was so well put together."



'92 "Birds Of Prey is looking impressive. Possibly Elite II - I think it'll be more of the same but technically excellent. And Snooker II. I've got some nice things lined up for that."

Neil Young, PROBE

'91 "It's been a bit of tie-in year, and that's always a bit crap. Lemmings was good, because it was fun to play. And the 3D in Thunderhawk knocked everything for six."



'92 "My tip is something fantastic from Electronic Arts. I don't know what, but they always do the business. Those Bullfrog boys have been working on some stuff and I'm sure it'll be smashing. Aliens III: The Adventure will be excellent."

Dean Lester, TEQUE (Man United Europe, Pitfighter)

'91 "Man Utd Europe was something I played a lot. Partly because I had to, but I enjoyed it. The speed and violence of Speedball II was good and an improvement on the first one. Lemmings was fun because you didn't have to kill anything."



'92 "We reckon we'll crack it with Shadowlands. There will be a surge of RPGs and lots of people who dismissed them will start getting into them. The Amiga will grow from this Christmas, with the memory expansions as standard. The CD-ROM drives are not necessarily the answer. Budgets will take off - partly because of the recession, but also because there's a lot of good old stuff around."

David Braben

'91 "Lemmings stands out by default. It's not particularly good, but it's an interesting idea. Archer's Snooker was good. He put a lot of effort into the dynamics of the balls and the way it plays. Exile is great - it's a shame it was so long coming."

'92 "A lot of stuff is formularised, and that's killing games. Piracy is a big problem. I'd like to see higher processor speed - it would keep the Amiga above water."

John Twiddy, VIVID IMAGE (First Samurai)

'91 "The Utopia and Mega-lo-Mania style of game. They're different. I don't know what it is about them, but I find them intriguing."



'92 "The Amiga having one Megabyte as standard, and that's important for fluid gameplay."

Steve Screech (Kick Off, Tip Off)

'91 "The only impressive stuff I saw was Archer Maclean's Snooker. It was fast and smooth and very, very tasty."

'92 "Kick Off 3. It'll play with the new dual firebutton joystick - Tip Off does too. You can barge, jump sliding tackles, perform diving headers and volleys... We're thinking about a couple of different viewpoints, and it'll be tactically totally different - the game'll revolve around the captain. And definitely Player Manager 2. It's a similar interface as before but a lot deeper and multi-player - hopefully."



Shaun Southern, MAGNETIC FIELDS

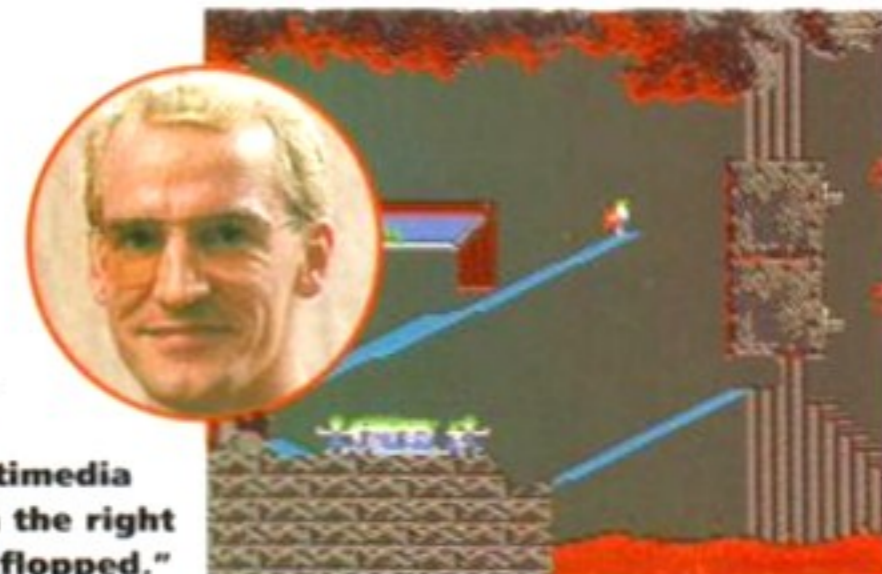
'91 "I like the look of Formula One Grand Prix. The Snooker game looks nice too. And Exile. It looks like a 64 game but it really is fun to zip around and you feel involved. It's more of a game than graphics."



'92 "Delphine's Another World looks really nice. It's mainly vector graphics but with very high detail. I like the whole idea that you can do a lot of detail and it won't take up so much memory."

Andrew Beveridge, THE ASSEMBLY LINE (Interphase, Cybercon III)

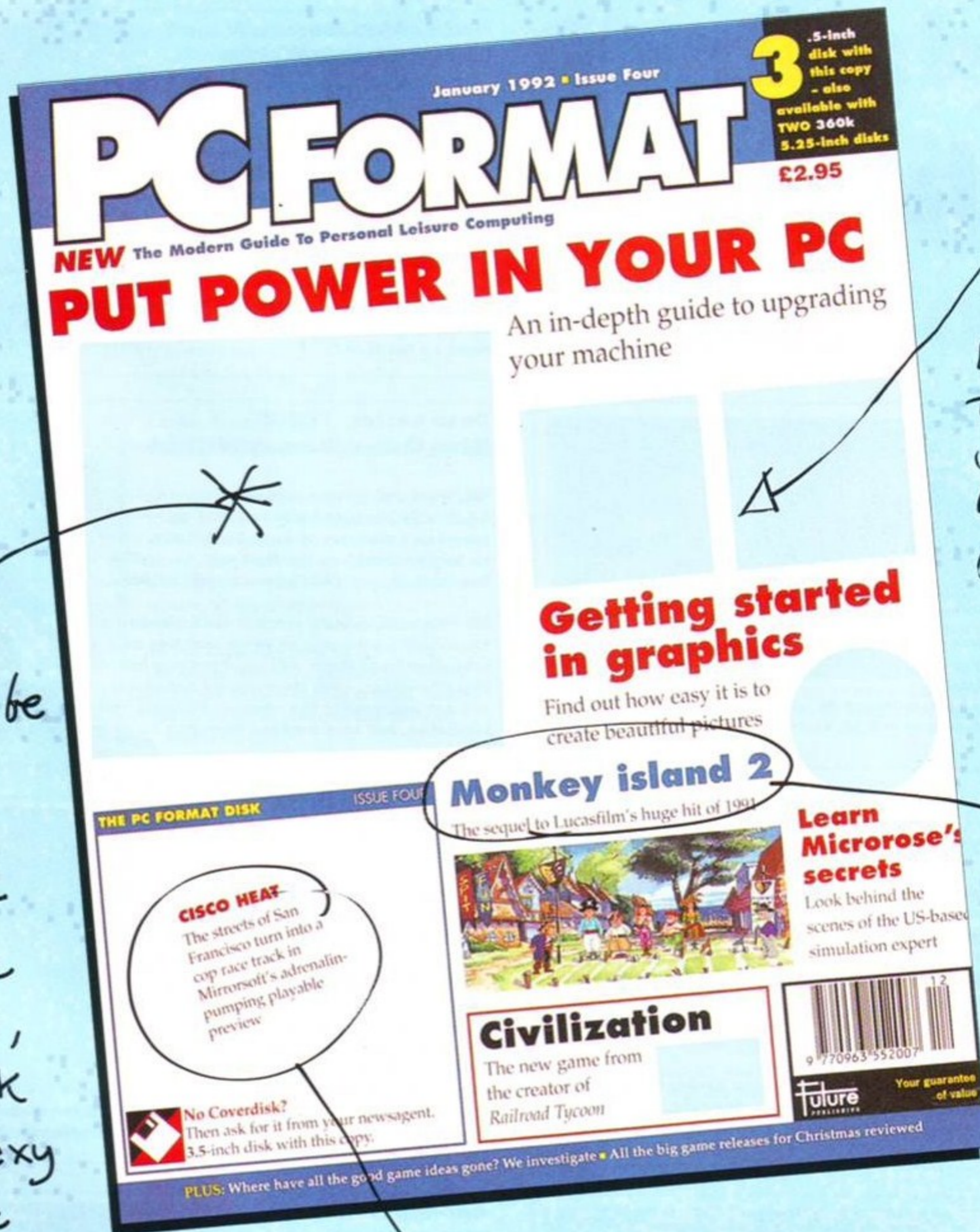
'91 "Lemmings was the last thing that caught our eye. I was disappointed with CDTV - and how well have the public taken to it? I'd like to see multimedia take off. It looks like a step in the right direction, but it looks like it's flopped."



'92 "It's a good move to have the one Meg machine as standard. Actually, I'd quite like to see a nice cheap Amiga console which runs at twice the speed."

PC FORMAT

The next issue of *PC Format* is numbered, imaginatively, 4 and will be appearing on every good newsagent's shelves on December 19. You won't want to miss the essential guide on how to upgrade your PC



KARL

THIS PIECE IS AIMED AT THE BEGINNER WHO KNOWS NOTHING ABOUT GRAPHICS.

BOB

RICHARD

I REALLY HOPE THIS IS FINISHED ON TIME, BECAUSE THIS IS THE SECOND TIME I'VE MENTIONED IT HERE. BOB.

Martin
We will be talking about all sorts of hardware for this, so think of a sexy shot we can use

Tim

Bob. It's not complicated or strategic, but it's sure is a lot of fun to drive people will love it - Jason.

■ For the finished version of all this and more, make sure you get issue 4 of *PC Format* on December 19

(Contents subject to change without notice, because you never know when something is going to go horribly wrong.)

GO FROM MUSICAL MESS TO OVERNIGHT SUCCESS

WITH SUPER JAM!

The world of music is yours for a song with SuperJAM!, music software for the tone-deaf and talented alike. Its ability to write music in an unlimited number of styles will open your ears to fresh ideas, exciting rhythms, and mesmerizing feats of all kinds.

Never before has writing music been so easy! Using SuperJAM!'s expert features, you can create your own chords, rhythms and bass lines, whether you read music or not. You can invent drum tracks, design sections, and combine musical styles at the touch of a button. In fact, you can compose an entire song without ever touching a musical instrument.

With SuperJAM!'s new TurboSound Technology™, you can instantly transform your Amiga into a multi-voiced music machine capable of playing up to 16 different instruments at once*. No additional hardware required! Plus, you can invent and edit your own musical instruments and sound effects using SuperJAM!'s TurboSound editor.

If you own any MIDI-compatible instrument, you can use SuperJAM! to arrange electronic music. And, if you're a BARS&PIPES PROFESSIONAL user, you can seamlessly integrate SuperJAM! directly into BARS&PIPES

PROFESSIONAL's screen and use both programs at once!

SuperJAM! comes complete with everything you need to write music including an on-screen piano keyboard that plays complex chords with the touch of a single key. With SuperJAM!'s Editing Grid, you can play your own drum tracks and accompaniments using only the mouse. You can select from dozens of specially designed instruments – such as piano, bass, guitar, and drums – to create your own individual sound, or to imitate songs you know and love.

Use SuperJAM! to create and synchronize soundtracks for animation, video and multi-media presentations. Play along with your favorite tunes or write the next hit song.

Soundtrack machine, backup band, sketch pad, musical mentor, SuperJAM!

Create rhythmic and melodic patterns easily.

MAJOR FEATURES AND SPECIFICATIONS:

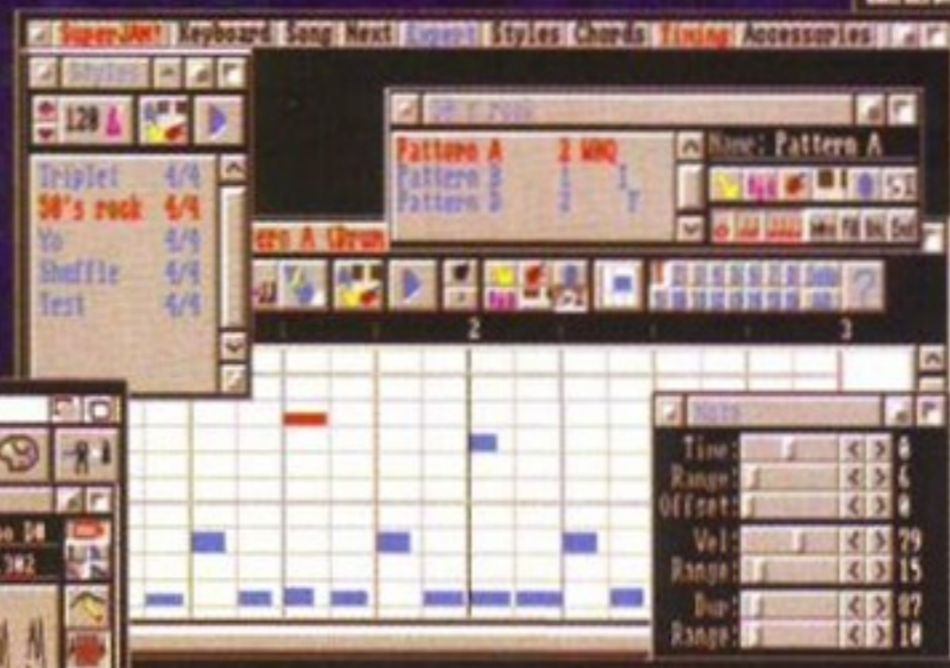
- Designed for novices and professionals alike!
- On-screen piano keyboard controlled by mouse or keyboard
- Over 20 infinitely-changeable musical styles, including rock, pop, dance, classical, samba and jazz
- One-touch chord playing
- SuperJAM! and solo-mode
- Ready-made musical arrangements and chord progressions
- Unlimited amount of chord types including major, minor, sus, 7th, 6th
- Change styles, patterns, rhythms, tempos, keys and chords "on the fly"
- Custom chord design and editing
- Multiple time signatures, instrument types, tempos and styles available within every song
- Graphical song construction and arrangement
- Pattern-style editing and recording
- Graphical section creation and editing
- Full-featured backup band with 6 players
- Solo and lead-line recording
- Snapshot editing and recording
- IFF sample editing and TurboSound design
- TurboSound Technology, with more than four Amiga voices playing simultaneously
- MIDI compatible
- Writes to SMUS and MIDI file format
- Seamless on-screen integration with BARS&PIPES PROFESSIONAL
- Synchronization with leading multi-media applications
- ARexx compatible
- Supports standard BARS&PIPES ARexx commands
- Includes dozens of specially-designed TurboSamples (a \$49.95 value!)
- and much, much more!

HARDWARE REQUIREMENTS

- Workbench 1.3 or 2.0
- 1 meg of memory
- Amiga 500, 1000, 2000, 2500, 3000

* Results will vary according to your computer's memory and processor speed. A MIDI instrument is recommended but not required. All specifications subject to change. SuperJAM!, TurboSound Technology, BARS&PIPES and BARS&PIPES PROFESSIONAL are trademarks of The Blue Ribbon SoundWorks, Ltd.

See, hear and touch your music.



Integrate SuperJAM! seamlessly into BARS&PIPES PROFESSIONAL'S screen

5 ABBEYVILLE ROAD
LONDON
SW4
(081) 766 6564

ZONE
distribution

THE
BLUE RIBBON
SOUNDWORKS
LTD

1293 BRIARDALE LANE NE
ATLANTA, GEORGIA USA
TEL: 404-377-1514
FAX: 404-377-2277

A320

A·I·R·B·U·S



...has landed.

developed in cooperation with



Lufthansa and Deutsche Airbus



TO GIVE YOU ALL THE VERY BEST ACTION WE'VE MOVED AIR LAND AND SEA

And put them all together in one little box.

Three of the fastest, most furious and perfectly deadly simulation titles in one pack (for only £34.99.)

In F/A-18 Interceptor™, you fly 7 combat missions in an F-16 or an F-18, the most advanced aircraft of our time. Dodge cruise missiles, rescue downed colleagues, save the President, even fly under the Golden Gate Bridge - in fact everything you'd expect in the average day of a modern pilot.

The Greatest Spectacle in Racing® is translated into the Greatest Racing Simulation in Indianapolis 500®: The Simulation™. Select one of three cars,

or design your own and race against 32 different rivals. Then replay your mistakes and triumphs from 6 different angles, in case you had your eyes closed and missed them the first time.

Finally, there's 688 Attack Sub™. Experience the most dazzling 3D graphics and digitised imagery as you command the 688 or the Soviet Alfa. Plot your way through 10 different scenarios with infinite play possibilities, beneath the hottest seas on the planet. Not to be attempted if you have a fear of enclosed spaces or the sight of torpedoes headed in your direction.

ELECTRONIC ARTS™

Electronic Arts, Langley Business Centre, 11-49 Station Road, Langley, Berks SL3 8YN, UK

AMIGA 500 PACKS



Now includes free 0.5 Mb up-grade

Excellent value at only **£399.99**

All our Amiga's are UK specification and come complete with the following:—

Amiga Pack 1 (Classic Pack)

512K random access memory
Built-in disk drive
4096 colour graphics
4 channel stereo sound
Kickstart 1.3
Workbench 1.3
Extras 1.3 and tutorial disk
Amiga mouse
TV modulator
Power supply unit
A500 keyboard

Bart Simpson
Captain Planet
Deluxe Paint III
and 'game of the year'
Lemmings

We also give you:—

Mouse mat and pocket dust cover, 10 blank disks and box, Quickshot Python, 1 joystick.

Plus

10 more Great Games
Football Manager
Hotshot
Las Vegas
Flight Path 737
Fireblaster
Karting Grand Prix
Thai Boxing
Seconds-Out
Mouse Trap
Plutos

Amiga Pack 2

(Classic Pack Plus)
As Pack 1 but also includes the Cumana CAX354 external disk drive

£454.95

Amiga Pack 3

(Classic Printer Pack)
As Pack 1 but includes the Star LC200 full colour printer

£604.95

Amiga Pack 4

(The Ultimate Pack)
As Pack 1 but includes Star LC200 colour printer plus Philips CM8833/II stereo colour monitor

£834.95

Amiga Pack 5

(Educational Pack)
As Pack 1 but includes a selection of educational software:—
Spell Book (ages 4-9)
Things to do with words (ages 5-12)
Things to do with numbers (ages 5-10)
Let's spell at the shops (ages 4-10)
Let's spell at home (ages 4-10)
Let's spell out and about (ages 4-10)
Puzzle Book 1 (5 to adult)
Puzzle Book 2 (5 to adult)

£499.95

Amiga Pack 6 (Gamers Pack)

As Pack 1 but also includes some of the hottest games:—
F29 Retaliator,
F19 Stealth Fighter,
Lotus Esprit Turbo Challenge,
Swiv (Silkworm II),
Flight of the Intruder.

£479.95

PRINTERS

All our printers are UK specification and are covered by a 12 months warranty. All the prices include a printer lead and a tailored dust cover.



Star LC-20 A popular low cost Mono Printer

Multiple font options from front panel
Excellent paper handling facilities
Simultaneous, continuous and single sheet stationery
240x240 DPI graphics

£149.95

Star LC 24-10

24 Pin Version of LC10
Excellent letter quality print
360x360 DPI graphics
8 resident fonts
Additional font cartridges available

£214.95

Star LC200 Colour Printer

An excellent value for money Colour Printer
240 DPI 9 pin colour
Front panel pitch selection
Push/pull tractor feeds
Reverse paper feeds
16K buffer
8 resident fonts
Supplied with colour and mono ribbons
Front panel programmable
Paper park with auto single sheet loading

£204.95

Star LC24-200 Mono Printer

80 column dot matrix printer
7K buffer expandable to 39K
10 resident fonts
Paper park with auto single sheet loading
Supplied with mono ribbon
Faster than LC24-10
Extra font cartridges available
Front panel pitch selection
Programmable from front panel

£249.95

Star LC24-200 Colour Printer

360 DPI 24 pin colour printer
30K buffer expandable to 62K
10 resident fonts
Front panel pitch selection
Reverse paper feed
Paper park with auto single sheet loading

Supplied with colour and mono ribbons
Front panel programmable
Extra font cartridges available

£294.95

Citizen 120D+

A very popular low cost mono printer centronics/RS232/CBM 64 serial. Please specify interface when ordering (two year warranty)

£144.95

Citizen 124D 24 pin Mono Printer

8K buffer expandable
Push and pull tractor feeds
3 fonts with excellent letter quality
(two year warranty)

£204.95

Citizen Swift 9 pin Colour Printer

8 K buffer
240x240 DPI colour graphics
Push and pull tractor feeds
Excellent print quality
(two year warranty)

£224.95

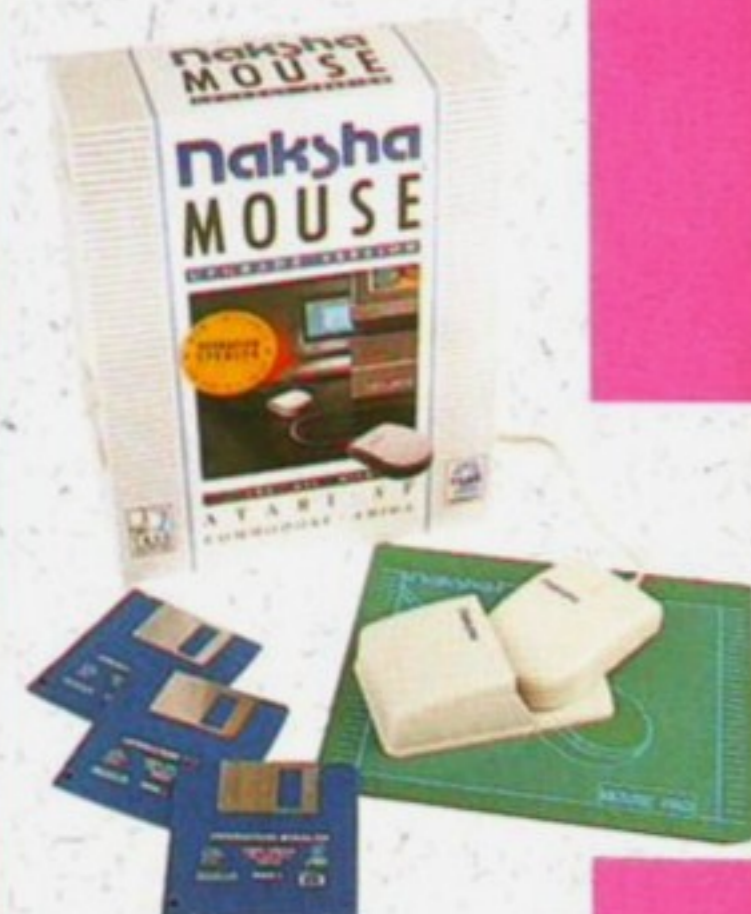
Citizen Swift 24 pin Colour Printer

European Printer of the Year 1990
24 pin version of the 9 pin colour printer
360x360 DPI colour graphics
Push and pull tractor feed

£314.95

PERIPHERALS

We stock a large range of peripherals, all of the highest quality. If you can't see the one you require please give us a call to see if we stock it.



Mice and Trackballs

Naksha Upgrade Mouse
Amiga/Atari switchable
Simply the best
280 DPI resolution
Ergonomic design
Smooth precise operation
2 years guarantee
Free mouse mat
Free mouse pocket
Now includes Operation Stealth from US Gold. Only

£22.95

Mega Deals, Multi-Choice

Ball Mouse
Low cost Amiga/Atari
placement mouse
100 DPI resolution
Smooth slick operation.



£14.95

Amiga Trackball by Alfa
Switchable between Atari
and Amiga with the third
button.
This must be the best
value trackball available.
Only

£29.95

Naksha Scanner
For the Amiga A500
100 DPI 32 grey shade
handheld scanner
Package includes:
Naksha hand scanner
100 interface
Power supply unit
Scan professional
software "The Ultimate
Scanner Software".

£89.95

Expansion Boards
Amiga A500 0.5 Mb RAM
Expansion board
Increases memory to 1 Mb
16 Bit technology
Replacement for A501
Expansion
In minutes
On/off switch.
Clock Version.

£26.95

£29.95

Amiga 1.5 Mb RAM
Expansion
If you need more memory
then this board is for you.
Adds an extra 1.5 Mb of
RAM to your machine
Giving a total of 2 MEGS.
Complete with clock/
calendar. Uses the latest
technology DRAMS for low
power consumption. 12
months guarantee.
Requires Kickstart 1.3 or
later. Easily fitted into the
slot under your A500.
Requires no soldering (the
cover of your A500 must
be removed for fitting the
"Plug in" Connector).

£79.95

Supra RAM 500 RX
Memory expansion
1, 2, 4, or 8 Mb fast
RAM for Amiga 500
computers

Easily plugs into A500
expansion port
Amiga bus through port
Easily expandable zero
wait states and
hidden refresh lets you run
larger and more
sophisticated programs
Allows creation of large
and very fast RAM disks
Test mode and software
simplify troubleshooting
On/Off switch

Supram 500RX 2Mb
Supram 500RX 4Mb
Supram 500RX 8Mb

£195.00
£270.00
£420.00

External Disk Drives



Cumana CAX354

Very quiet Slimline
design Throughport
connector On/off switch
on rear Long connecting
cable 880K formatted
capacity Fits all Amigas.

ONLY £54.95

Supradrive for Amiga
A500
Using state of the art
technology, these drives
use the same amount of
power as a floppy disk
drive. These drives are
shipped formatted and
ready to use, so you can
simply plug-in your drive,
turn on your computer and
the system is ready to use.
The drive can be
configured as autoboot or
non autoboot, it can have
upto 8Mb of Ram and as
many as six SCSI drives
can be connected
together. The drives also
come with "express
copy", hard disk backup
software, "superboot" and
"supertools", file
management and
formatting programs.

52Mb Hard drive
with 0.5Mb Ram £449.00
52Mb Hard drive
with 2Mb Ram £509.00
80Mb Hard drive
with 0.5Mb Ram £549.00
80Mb Hard drive
with 2Mb Ram £599.00
105Mb Hard drive
with 0.5Mb Ram £599.00
105Mb Hard drive
with 2Mb Ram £659.00

We also stock the range of
Supra modems, phone for
details.

Zydec External Drive
Very quiet
Slimline design
Quality citizen drive
mechanism
On/off switch on rear
Long connecting cable
880K formatted capacity
Fits all Amigas. Only



£49.95

Master Sound —
Mono Sound Sampler
A low cost high features
sound sampler package
includes hardware and
software with a host of
features to sample and
edit music live onto your
Amiga. Only

£34.95

Miscellaneous
Midi Master — Midi
Interface for the Amiga
Midi in — 3X Midi out and
Midi through
Compatible with all leading
midi software
Fully OPTO isolated
Includes two free midi
cables
Please state A500/1000/
2000 when ordering. Only

£26.95

Action Replay MKII by
Datel
A whole host of features
including Freezeframe,
Boot Selector, Virus
Detection and much much
more. Only

£57.95

Replacement Amiga A500
power supply—
Replacement internal disk
drive for Amiga A500
(original Commodore one
— no modification
required)

£39.95

£69.95

Soundblaster



The amazing Soundblaster
adds a new dimension to
your games. Blasting out
stereo sound at 5 watts
per channel into two high
quality 50 watt 3 way
speakers. The pack comes
complete with an AC
power supply and as an
added bonus there is a
pair of free stereo
headphones.

ONLY £44.95

DISKETTES

Amazing Offers on 3.5" DSDD KAO BULK DISKETTES

25 DSDD 135 tpi £11.95
50 DSDD 135 tpi £21.95
75 DSDD 135 tpi £31.95
100 DSDD 135 tpi £37.95
200 DSDD 135 tpi £71.95
500 DSDD 135 tpi £169.95
1000 DSDD 135 tpi £309.95

All 3.5" disks are
supplied with labels and
are 100% error free.
2 for 1 guarantee.

Rainbow Diskettes

Red, green, yellow,
orange, black, white.
Colours and quantity of
your choice.

3.5" DSDD Disks

25 DSDD 135 tpi £13.75
50 DSDD 135 tpi £26.45
100 DSDD 135 tpi £44.95
200 DSDD 135 tpi £84.95

3.5" DSDD SONY BULK DISKETTES

25 DSDD 135 tpi £13.45
50 DSDD 135 tpi £23.95
100 DSDD 135 tpi £42.95
200 DSDD 135 tpi £81.95
500 DSDD 135 tpi £189.95
1000 DSDD 135 tpi £349.95

Remember!! Remember!! Remember!!

We only supply top quality
diskettes. Our 3.5" diskettes are
manufactured by KAO and our
5.25" diskettes are manufactured
by ATHANA.

We do not sell substandard
diskettes from the Far East.

MONITORS



Philips CM8833/II
Stereo Colour Monitor
All our monitors are of UK
specification, are covered
by a 12 month warranty
and come complete with a
connecting lead

£244.95

MEDIA DIRECT

Media Direct Computer Supplies Ltd
Unit 3 Railway Enterprise Centre
Shelton New Road, Stoke on Trent
Staffordshire ST4 7SH

PHONE NOW ON 02082082082

Media Direct 0782 208228

DISKETTE STORAGE BOXES

All our storage boxes come with anti static lid, two keys and dividers where applicable



3.5" 100 capacity box	£5.95
3.5" 80 capacity box	£5.45
3.5" 50 capacity box	£4.95
3.5" 40 capacity box	£4.45
5.25" 100 capacity box	£5.95
5.25" 50 capacity box	£4.95

Offer
Deduct £1.00 from above box price if purchasing a quantity of diskettes. (Min 25 disks).



5.25" or 3.5" 10 capacity boxes	£0.95
1	£4.50
5	£7.95
10	

Stackable Storage Boxes
These boxes are ideal for the person who requires an alternative to the standard style box or who has a large number of disks to store.



Posso Box
The Posso box holds 150 3.5" diskettes or 70 5.25" diskettes and can be stacked horizontally or vertically.

£16.45

Please state 3.5" or 5.25" version when ordering

Bulk Storage Box
Ideal for bulk storage of diskettes, each box can hold upto 250 3.5" diskettes

1	£22.95
3+	£21.95
5+	£20.95

Banx Box
Stacks horizontally and vertically and can hold upto 90 3.5" diskettes



1	£9.00
3+	£8.50
5+	£8.00

JOYSTICKS

Speedking Standard	£9.95
Speedking Autofire	£10.95
Speedking Sega Megadrive	£10.95
Navigator	£13.95
Sting Ray Standard	£14.95
Sting Ray Autofire	£15.95
Sting Ray Sega Megadrive	£
Manta Ray Standard	£12.95
Manta Ray Autofire	£14.95
Manta Ray Sega Megadrive	£14.95
Zipstick Standard	£11.95
Zipstick Autofire	£13.95



Competition Pro 5000 Black	£11.95
Competition Pro 5000 Clear	£11.95
Competition Pro Glo Extra	£13.95
Competition Pro Extra	£13.95
Competition Pro Star	£13.95
Python 1 Turbo III (QS137F)	£9.95
Python 3 Sega Megadrive	£9.95
Apache 1 (QS131)	£6.95
Flightgrip 1 (QS129F)	£8.95
Maverick 1 (QS138F)	£13.95
Chimera 3 Sega Megadrive (QS140)	TBA
Intruder 1 (QS149)	TBA
Intruder 3 Sega Megadrive (QS150)	TBA
Aviator 1 (QS155)	TBA
Aviator 3 Sega Megadrive (QS156)	TBA

ACCESSORIES

All our accessories are of the highest quality

General	
Mouse mat	£2.50
Mouse pocket	£1.50
3.5" disk drive cleaner	£1.95
5.25" disk drive cleaner	£1.95

Atari dust cover	£3.95
Amiga dust cover	£3.95
Star LC10 dust cover	£5.95
Star LC24-10 dust cover	£5.95
Star LC200 dust cover	£5.95
Star LC24-200 dust cover	£5.95
2 piece printer stand	£5.95
Tilt 'n' turn monitor stand	£12.95
Monitor plynth	£19.95

Switches and Cables

Monitor Cables	
Amiga to CBM 1084S monitor cable	£9.95
Amiga to Philips CM8833 cable	£9.95
Amiga to scart cable	£9.95
Amiga to Hitachi/Granada 7 pin din	£9.95
Amiga to multisync 15 pin 3 row plug	£9.95
Amiga to multisync 15 pin 3 way socket	£9.95



Data/Printer Cables	
Parallel printer cable 36 way to 36 way centronics cable	£7.95
25 way D-type male/male cable	£7.95
25 way D-type male/female cable	£7.95
25 way D-type fem/fem cable	£7.95

Data Switches	
2 way parallel data switch	£12.95
2 way serial data switch	£12.95
3 way parallel data switch	£17.95
4 way parallel data switch	£22.95

Miscellaneous	
Amiga 4 player adapter	£6.95
Atari 4 player adapter	£6.95
Mouse/joystick: switcher	£12.95
Mouse/joystick extender cable	£5.95

PRINTER RIBBONS

We stock a large range of ribbons. If you can't see your particular type listed then please phone us for a quote.

Star	1	5
LC10 mono	£2.95	£13.25
LC10 colour	£5.95	£26.75
LC24-10 mono	£4.95	£22.25
LC200 mono	£5.50	£24.75
LC200 colour	£10.95	£49.25
LC24-200 mono	£4.95	£22.25
LC24-200 colour	£11.95	£53.75

Citizen 120D Mono	£3.29	£14.80
Citizen Swift 24 mono	£3.29	£14.80
Citizen Swift 9 mono	£3.29	£14.80
Citizen Swift 24 colour	£11.95	£53.75
Citizen Swift 9 colour	£11.95	£53.75

EDUCATIONAL SOFTWARE



Spell Book (ages 4-9)	£17.95
Things to do with words (ages 5-12)	£17.95
Things to do with numbers (ages 5-10)	£17.95
Let's spell at the shops (ages 4-10)	£17.95
Let's spell at home (ages 4-10)	£17.95
Let's spell out and about (ages 4-10)	£17.95
Puzzle Book 1 (ages 5-adult)	£17.95
Puzzle Book 2 (ages 5-adult)	£17.95

BOOKS

We stock a large range of Abacus books suitable for advanced programmers as well as beginners

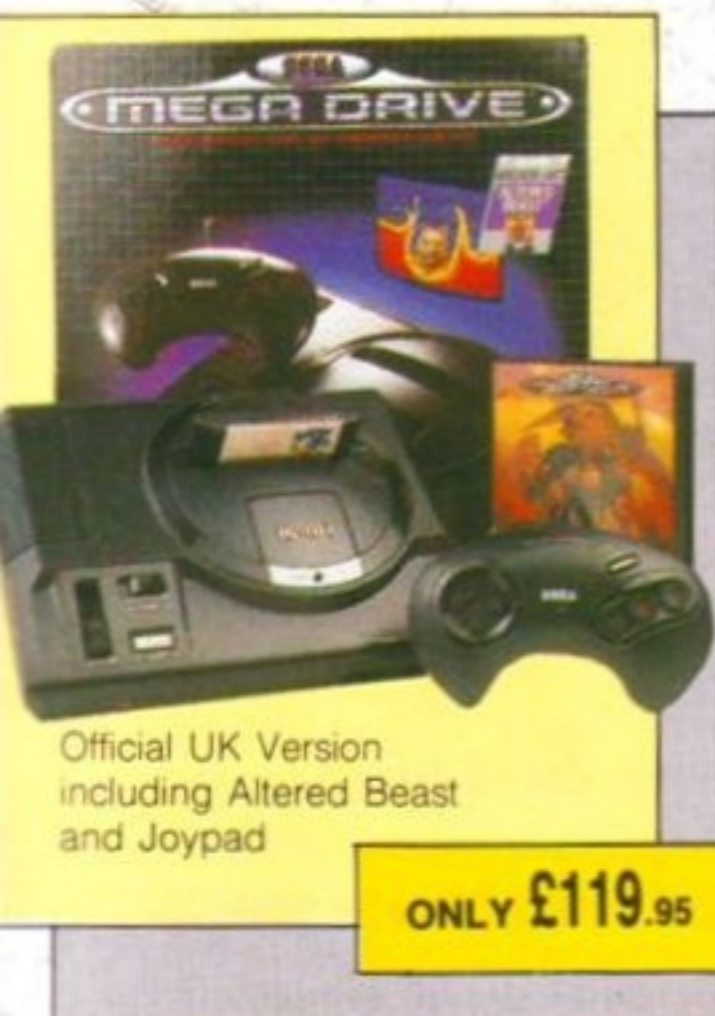


Advanced system programmers guide	£32.45
Amiga 3D graphics basic programming	£18.45
Amiga basic inside and out	£18.95
Amiga C advanced programmers guide	£32.45
Amiga C for beginners	£18.45
Amiga DOS inside and out	£18.45
Amiga DOS quick reference	£8.95
Amiga desktop video guide	£18.45
Amiga disk drives inside and out	£27.95
Amiga for beginners	£12.95
Amiga machine language	£14.95
Amiga printers inside and out	£32.95
Amiga system programmers guide	£32.95
Best Amiga tricks and tips	£27.45
Making music on the Amiga	£32.95

FAX US NOW ON 0782 208228

Quality and Value Direct to You

CONSOLES



Official UK Version including Altered Beast and Joypad

ONLY £119.95

Sega Game Gear



Official UK Version

ONLY £94.95

Megadrive Software

Afterburner II	£27.95
Altered Beast	£27.95
Alex Kidd	£24.45
Arnold Palmer Golf	£27.95
Arrow Flash	£27.95
Battle Squadron	£31.45
Budocan	£31.45
Columns	£24.45
Crackdown	£27.95
Cyberball	£27.95
Dick Tracey	£31.45
Dynamite Duke	£27.95
Eswat	£27.95
Forgotten Worlds	£27.95
Gain Ground	£27.95
Ghostbusters	£27.95
Ghouls 'n' Ghosts	£35.45
Golden Axe	£27.95
Herzog Zwo	£27.95
James Pond	£31.45
JB Douglas Boxing	£27.95
John Madden U.S. Football	£31.45
Last Battle	£27.95
Mickey Mouse	£31.45
Monster Lair	£27.95
Wonderboy III	£27.95
Moonwalker	£27.95
Mystic Defender	£27.95
PGA Golf Tour	£31.45
Phantasy Star II	£46.95
Populus	£31.45
Rambo III	£24.45
Revenge of Shinobi	£27.95
Shadow Dancer	£27.95
Sonic the Hedgehog	TBA
Space Harrier II	£27.95
Strider	£34.95
Super Hang On	£27.95
Super League Baseball	£27.95
Super Monaco G.P.	£27.95
Super Real Basketball	£27.95
Super Thunderblade	£27.95
Sword of Sodan	£31.45
Sword of Vermillion	£39.45
Thunderforce II	£27.95
Twin Hawk	£27.95
World Cup Italia '90	£24.45
Zany Golf	£31.45
Zoom	£24.45
Fantasia	TBA
Spiderman	£31.45

Megadrive Accessories

Arcade power stick	£32.95
Audio/video cable	£6.95
Control pad	£12.95
Power base converter	£27.95

Game Gear Software

Columns	£16.95
Pengo	£16.95
Psychic World	£16.95
Putter Golf	£16.95
Super Monaco G.P.	£16.95
Wonder Boy	£16.95
Woody Pop	£16.95
Dragon Crystal	£19.95
Donald Duck	£19.95
G. Loc	£19.95
Golden Axe	£19.95
Mickey Mouse	£19.95
Ninja Gaiden	£19.95
Outrun	£19.95
Space Harrier	£19.95
Shinobi	£19.95
Baseball	TBA
Frogger	TBA
Joe Montanna Football	TBA
Kinetic Connection	TBA
Talot	TBA

Game Gear Accessories

AC mains adaptor	TBA
AV cable	TBA
Car lighter adaptor	TBA
Game Gear to Game Gear cable	TBA
Game Gear TV tuner	TBA
Rechargeable battery pack	TBA



Atari Lynx

Atari Lynx Console with mains adaptor and California Games	£119.95
Atari Lynx Console with mains adaptor	£94.95
Atari Lynx Console	£74.95

Atari Lynx Software

A.P.B.	£23.95
Blockout	£23.95
Blue Lightening	£23.95
California Games	£23.95
Chess Challenge	£23.95
Chips Challenge	£23.95
Electrocoop	£23.95
Gates of Zendocon	£23.95
Gauntlet III	£27.95
Klax	£23.95
MS Pacman	£23.95
Ninja Gaiden	£23.95
Pacland	£23.95
Paperboy	£23.95
Rampage	£27.95
Road Blasters	£23.95
Robo Squash	£23.95
Rygar	£23.95
Shanghai	£23.95
Slime World	£23.95
Turbo Sub	£23.95
Warbirds	£23.95
Xenophobe	£23.95
Zaylor Mercenary	£23.95

Atari Lynx Accessories

Car Lighter Adaptor	£9.95
Sun Screen	£6.95
Carry Pouch	£9.95
Kit Bag	£14.95
Mains Adaptor	£12.95

It's not possible to list all Console Software as we hold large stocks. Please ring for latest releases and prices.

THIS MONTHS SPECIALS

OFFER 1
CUMANA EXT. DRIVE PLUS 512K RAM EXP. £86.95 £84.95

OFFER 2
ACCESSORY PACK MOUSE MAT, MOUSE POCKET, DISK CLEANING KIT, DUST COVER £9.95 £7.99

OFFER 3
CUMANA EXT. DRIVE PLUS XCOPY PRO £94.95 £89.95

OFFER 4
CUMANA EXT. DRIVE PLUS BLIT-A-COPY £91.95 £89.95

OFFER 5
200 3.5" DSDD + 2 100 CAP BOXES £79.95 £67.95

HOW TO ORDER



0782 208228



BY POST

Make cheques and postal orders Payable to MEDIA DIRECT, Please send this together with your name and address, daytime telephone number if possible and your order requirements, to:—

MEDIA DIRECT COMPUTER SUPPLIES LIMITED
DEPARTMENT 650297
UNIT 3, RAILWAY ENTERPRISE CENTRE
SHELTON NEW ROAD, STOKE ON TRENT
STAFFORDSHIRE ST4 7SH

FAX: 0782 281506



Carriage charges
Please add £3.35 per order for postage and packing.
£5.00 for orders over £150.00
Software and cartridges £1.25 per item
Guaranteed TWO Day delivery £6.95
Guaranteed NEXT Day delivery £9.00

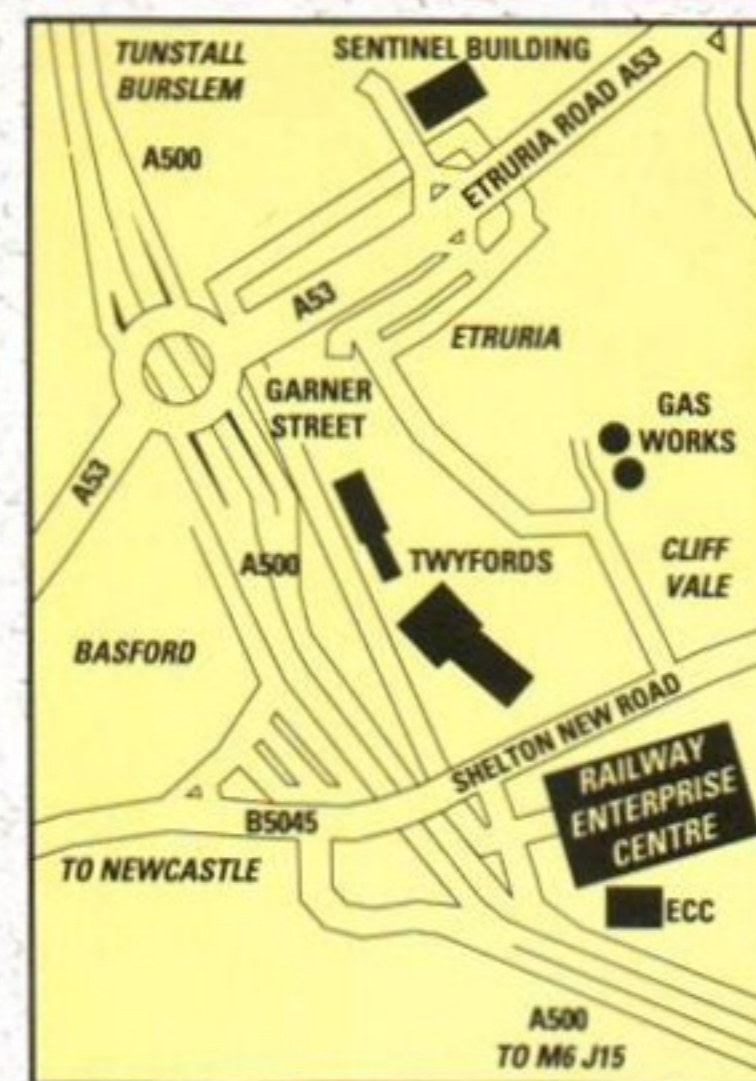
Remember!!! Remember!!! Remember!!!

Media Direct are a well established company with a reputation for its quality and service. A point to consider before purchasing your computer goods. So why not buy from us and put our reputation to the test.

All stocks, offers are subject to availability and to being the latest advertised packs and prices.

(Pack details may vary from time to time) E & O E

HOW TO FIND US



Come and visit our showroom where these and many other products are on display.

MEDIA DIRECT

Media Direct Computer Supplies Ltd
Unit 3 Railway Enterprise Centre
Shelton New Road, Stoke on Trent
Staffordshire ST4 7SH

PHONE NOW ON 0782 208228

Coming

Attractions

Role-playing games, graphic adventures, flight simulations, platform romps, beat-em-ups and the latest game news is all in ...

WORK IN PROGRESS



Multi-role action is coming in *Tornado*. DI's new sim promises revolutionary graphics.

Tornado will be Digital Integration's new sim uses detail to provide extra flight thrills. *Tornado* features Gulf-style missions but it's the level of graphic detail that threatens to take it one step beyond the usual bomb runs.

Multiple cloud layers will make high altitude bombing tougher and when you're down low, 1:1 object scaling should make the vector landscape look more realistic than ever before. *Tornado* will be DI's first flight simulation since the very early, but very good, *F-16 Combat Pilot*. It's been years since that war baby was released but it should have been worth the wait. DI have been fighting their way back into the games mainstream over the last year with their Action 16 budget and Dream Factory arcade labels, but *Tornado* should help put them back at the sim forefront where they belong.



Steg the slug is coming from Codemasters. But has he got the makings of a budget hero?

The volume of Codemasters output is absolutely stunning, and even if it was left to chance they would be bound to create the occasional classic. *Steg* could be just such a title and chance has little to do with its solid gameplay trappings. It takes a Lemmingsque theme with you trying to save a horde of T'yungunz, but it is the overpowering cuteness of the piccies that imply something special may well be on its way.

In sixteen hundred and ninety two Columbus sailed the ocean blue. As mnemonics go its a bit lame, but it serves to remind a whole nation of Americans that their continent was discovered almost exactly 300 years ago. Domark have remembered this too and are now planning an exploration game that will star the Spanish/Portuguese/Italian/European persuasion of your choice, adventurer sailing across the atlantic pond. Curious but true! Who's next Scott? Livingstone? Branson?

Heart of China



Publisher

Sierra On Line

Release

Late 1991/Early 1992

Sierra's *Rise of the Dragon* set excellent new standards for icon-driven graphic adventures but their latest sortie should push the Amiga graphics even higher. *Heart of China* tells the tale of a swashbuckling oriental adventure shortly before the Second World War. The plot should take care of itself

though – Sierra are proven experts in the adventure field – but it is its graphic style that should make major waves.

Heart of China is a graphic adventure that will be played from the first-person perspective. Active 'hotspot' icons on most screens will precipitate the action, as items are collected and used to unravel the mystery. Previously, no matter how well drawn the graphics they still looked computer generated. In *Rise of the Dragon* Sierra broke with conventional computer adventure graphic styles, introducing an almost water-colour feel to the screens and with the next offering this 'hand-painted' look is taken further. These screenshots are from the PC variant, but with *Rise* they proved that the translation from 256 colour super VGA to 32 Amiga could be accomplished with no loss of quality. If they can repeat the process *Heart of China* looks set for the big time.



Red Baron



Publisher **Sierra On Line**

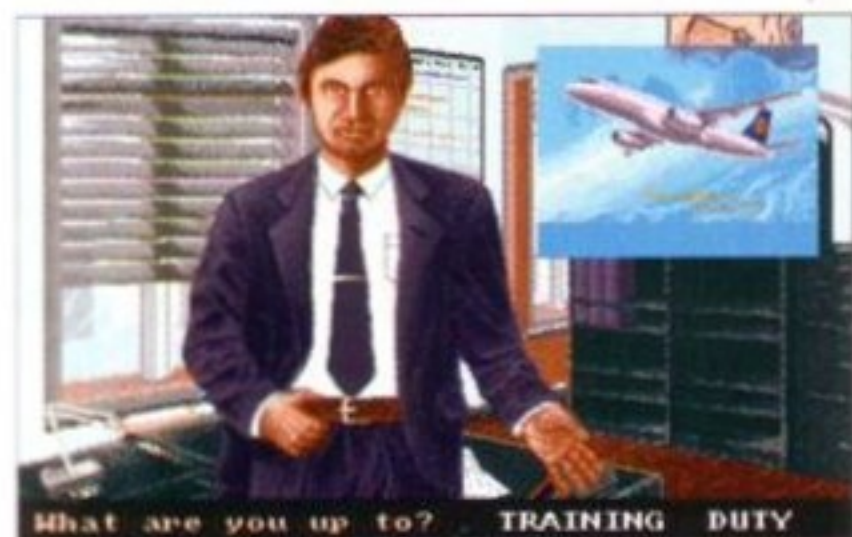
Release **December 1991**

Screaming around the Somme in a Sopwith isn't everybody's idea of fun. But with the flight sim genre struggling to find a new direction this World War One biplane game has great appeal, with seat-of-the-pants flying takes over from constant gauge watching. What's more *Red Baron* will also bring slick, atmospheric screens to

keep the interest levels at altitude between sorties. WWI flight sims have been increasing in number and quality over the last year – *Aces of the Great*, *Wings*, *Knights of the Sky* – and now *Red Baron*, which looks set to hammer this trend home. It should be "Chocs Away" in AF31.

A320 Airbus

Publisher **Thalion**
Release **Mid-December 1991**



Another twist to the flight simulation theme is coming with the landing of *Airbus A320*. It's different because it's a commercial, and not a military, affair. There are no bullets or bombs, but prospective pilots should have more than enough to keep them busy. Designed by a real Airbus pilot, the game stresses what 'normal' flight sims ignore. The pack will come with all the correct charts, tables and maps pilots use to travel from LHR to GLA!

Daylight Robbery

Publisher **Electronic Zoo**
Release **January 1992**



Three cat burglars are in prison! Busting one of them out lets you go on a platform-based ramraid for points. The critters special skill is that they can walk on ceilings! So both sides of the platforms have to be jumped between to avoid the traps and collect the swag. Blocked routes, hole-filled platforms and creeping bad guys all make their lives just criminal.

Shadowlands

Publisher **Domark**
Release **Early 1992**



Photoscape is what coders Teque London call their new RPG system which calculates real time light and shadows in an isometric 3D landscape. While adventuring the wilderness and dungeon environments torches will cast a limited light. The game will stress individual's abilities, so the party can split-up in order to conquer certain puzzles and monsters.

Brainies

Publisher **Palace/Titus**
Release **January 1992**



Very French and very weird, *Brainies* is a people puzzle game but the people you're moving don't want to be moved. In fact the Brainies get more intransigent as the game progresses. These tribble-like beings have escaped and must be guided to sleeping cells and therein lies the game. Obstinate computer characters are rarer than most but should make successful level clearance sweeter than ever.

Wrestlemania

Publisher **Ocean**
Release **Mid-December 1991**



Slugging it out for the Christmas No 1 will be *Wrestlemania*, a WWF tournament. This popular sports/entertainment beat-em-up puts fun before fists. Choose from three different heroes - Hulk Hogan, British Bulldog and Ultimate Warrior to fight for the title of WWF title. WWF mags sell 200,000 copies a month can the game do the same at Christmas?

Legend

Publisher **Image Works**
Release **Early 1992**



The RPG assault continues unabated with Image Work's soon to be released *Legend*. An isometric 3D, four-character romp, it further explores the world of Bloodwych but in a totally different style. One of the many innovations is a radically different spell system that uses chained spells to speed up combat. This will enable magic users to store sequential spells and casting the first will initiate a whole pile of magic! Bleeding Great!



Indy Jones, he is not? Guybrush Threepwood in *Monkey Island 2* is only a few months away, can it be as good as number one?

Eagle eyed, pirate fans may have spotted something weird about last month's *Monkey Island II* preview - the picture was of *Indy IV* and the Fate of Atlantis not Guybrush Threepwood. The real picture should have looked like this...



Falling Jewels is trying to top the *Tetris*! It could be a tall order for newcomers *Soft N Easy*, but they're giving it a shot.

New boys on the software scene, *Soft N Easy*, just loved *Tetris* and utterly adored *Klax*, but they thought that they could do better. The result is *Falling Jewels*, a hybrid of both games it shares the same style of fast reactive thinking test for its gameplay base. It's currently undergoing a few final graphic tweaks and should be on the shelves real soon.



Fighter Command will scramble next month.

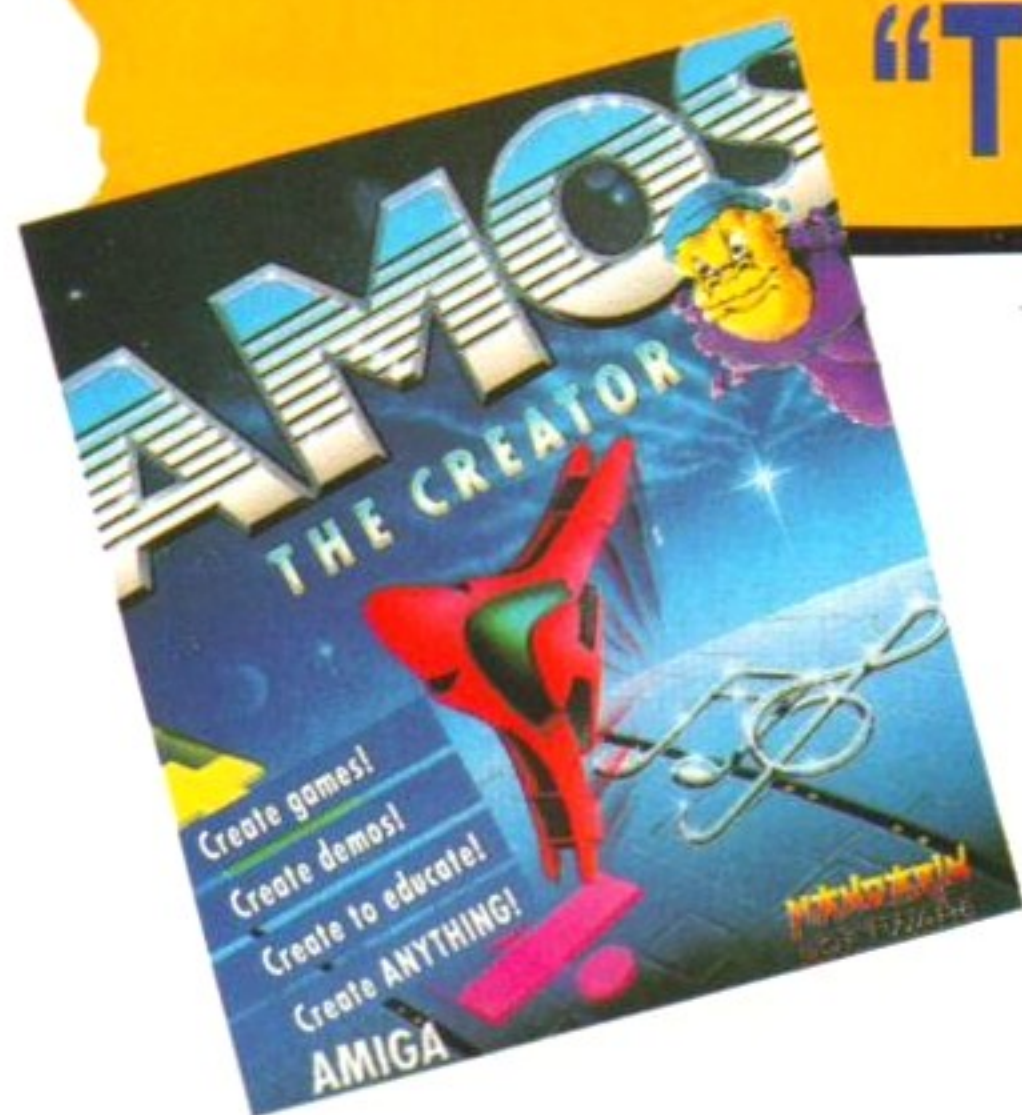
Strategy with a human face is the speciality of Impressions, and they're excited about a batch of new winter releases. First on the agenda is *Fighter Command* which will be a sort of *Football Manager* cum *Silent Service* of the air. You take control wings of aircraft on missions and must make sure they are rebuilt and refueled for the next sortie. Impressions are also planning a detective bash, *Crime City*: an icon-driven bid to clear the family name of shame. Published on the IF label it marks a new direction for Impressions. Another game from IF will be *The Hand of St James*, A *Name of the Rose*-style monk murder bash!

GAMES UPDATE

- Mad TV** - Rainbow Arts: Still not transmitting.
- Dragon Fighter** - Idea: Currently winging in from Italy.
- Elvira-The Arcade** - Flair: Slightly late, a ladies prerogative.

"The Amiga was made for AMOS"*

*K. Sumpter, AMOS user in Swindon



AMOS – The Creator is like nothing you've ever seen before on the Amiga. For the very first time you'll feel really in control of your computer, and able to harness its awesome power to impress yourself and your friends.

AMOS is not a false promise. When AMOS first came out, many Amiga users were sceptical that AMOS could do all that was promised – but these people are now ardent fans. There are now 45,000 AMOS users, and AMOS is still the biggest-selling productivity package for the Amiga, and can be found on the shelves of virtually every good software retailer.

It's so easy to create AMOS programs that almost every **public domain library** in this magazine now has AMOS titles in its collection. These include graphics demos, music demos, disc magazines, arcade-style games, puzzle games, databases, educational software – and lots more.

Many **commercial software packages** are also written in AMOS. In fact most educational publishers use AMOS, especially ourselves with the best-selling Fun School 3 and 4.



AMOS was the perfect choice to create Fun School 4 – the results are first class!

AMOS has also proved to be perfect for producing CDTV packages: The Complete Works of William Shakespeare, The Holy Bible, Mind Run I and II plus many others – all created using AMOS because of its versatility and ease of use.

What is AMOS?

AMOS is a powerful, easy-to-use programming language based around BASIC – the language which is taught in schools and colleges. AMOS contains more than 500 different English-like commands such as MUSIC, VOLUME, SAMPLE,

GET FONT, ELLIPSE, RAINBOW, MENU BAR and CLOSE WORKBENCH – so you can create any result you want both quickly and easily.

AMOS comes with a clearly-written 300-page manual and more than 80 example programs. These will guide you towards creating your first program, making AMOS the ideal introduction to programming on your Amiga.

What AMOS owners have said:

"It's the best piece of software I've bought for the Amiga. Worth twice the price!"

– S Sweet, Herne Bay

"Without doubt the very best Basic available on the Amiga."

– Paul Feazey, Oxford

Unleash your creativity with AMOS
– for just £49.99



Now you can double the speed of your AMOS creations with the AMOS Compiler – in fact, some commands are up to five times faster! And using it couldn't be simpler – just two mouse clicks and you're away. The AMOS Compiler also includes a cruncher which will compress your programs to half their size – which has enabled AMOS users to get their work on magazine cover discs and earn them money.



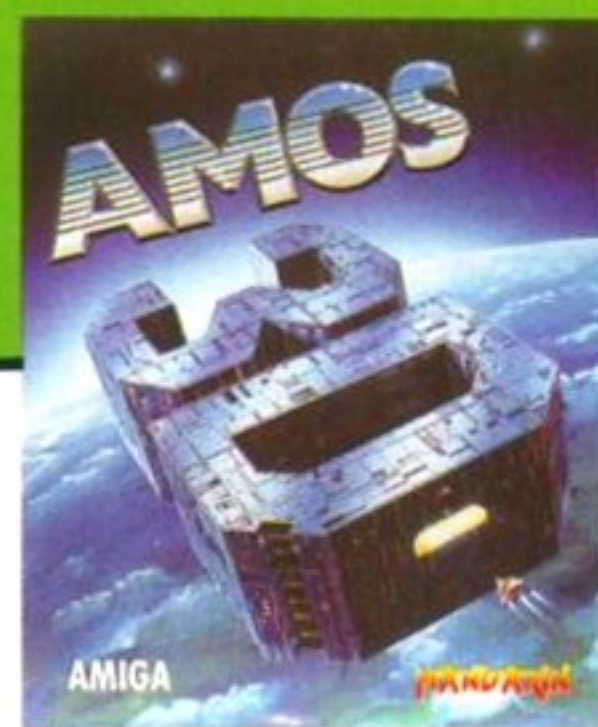
It takes just two clicks to compile your AMOS programs – it's that simple

"Compiling programs has never been so easy... Programs are turbocharged beyond recognition"

– Amiga Format

Make your AMOS programs race along
– for only £29.99

Explore the world of virtual reality!



AMOS 3D will enable you to create any 3D object you like using the incredible Object Modeller – you can even add transparent walls. Then you can jump to AMOS and use the 46 new 3D commands to move, stretch and animate up to 20 objects at once in real time for amazing 3D creations!

AMOS 3D provides all the tools you need to create your very own 3D world.



The 3D Object Modeller gives you easy access to the world of virtual reality

"After a little more than a few hours you should be churning out 3D demos at a blistering rate"

– Amiga Format

Super-fast 3D at your fingertips
– for just £34.99

Useful contacts:

AMOS Club

1 Lower Moor, Whiddon Valley, Barnstaple, North Devon EX32 8NW
Bi-monthly newsletter and technical support for a yearly membership fee.

AMOS Public Domain Library

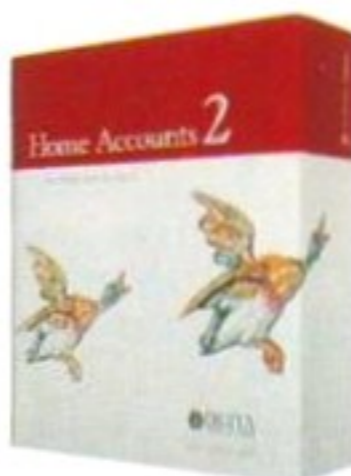
25, Park Road, Wigan WN6 7AA
Telephone 0942 495261
More than 300 AMOS PD discs are available. Ring for a catalogue.

Creditcard order hotline – Tel. 051-357 2961.
Alternatively send a cheque with your choice of products clearly indicated to Europress Direct, FREEPOST, Ellesmere Port, South Wirral L65 3EB.

The Digita range...

Home Accounts2®

An advanced version of Home Accounts, which is limited only by the capacity of your computer. Sophisticated reporting with graphics, and special options such as VAT and loan calculation facilities. Equally suitable for businesses, clubs and charities (ST and Amiga). **£54.99**



Home Accounts

Ideal for home users who want a simple low-cost way to plan and manage home finances. **£29.99**

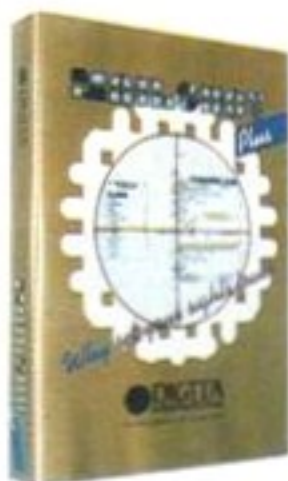
DGCalc

This fast, simple spreadsheet includes many advanced features, including a windowing facility, so that you can look at different parts of the spreadsheet at the same time. **£39.99**



Mailshot Plus

If you ever need to send out mailings or print labels, this program is for you. Animated labels appear on-screen as a continuous sheet, allowing you to scroll backwards and forwards. You can search, sort and detect duplicate labels, print side by side and much more. **£49.99**



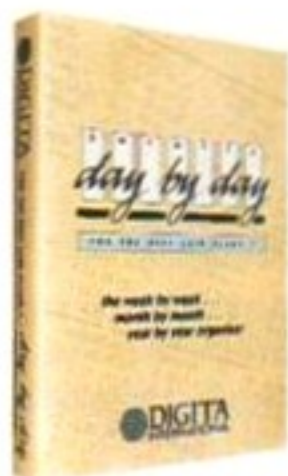
DGBase

If you're looking for fast access to information, and the ability to create customised reports, then this relational database is for you (ST). **£49.99**



Day-By-Day

An excellent way to get organised. You'll be reminded of birthdays, meetings and appointments. It includes month/week/day planners and automatic reminders of overdue events. **£29.99**



Personal Tax Planner

Plan your own tax with ease. This simple program will calculate your income tax liability, allowing you to perform instant 'what-if' calculations and produce pertinent facts about your tax position. A professional version is also available for accountants and financial advisers. **£49.99**



E-Type

Transform your computer into a typewriter. Because text is printed instantly, you can line up your form, press return and space a few times to move to the correct place, and then start typing. Ideal for filling in forms and envelopes. **£39.99**



System 3

A suite of programs which perform all the basic functions for a small business. They may be used independently or integrated and include Cashflow Controller, Stock Control and Invoicing and Statements. **£59.99**



System 3e

Like System 3, but with extended capacity for customer accounts and stock items. **£79.99**

Cashbook Controller



Take the drudgery out of book keeping as this program will replace your cash and petty cash books. In addition to recording cash, bank and VAT transactions, you can enter credit sales and purchases, and for all these entries the program will automatically complete double entry routines, to ensure your records are always in balance. **£59.99**

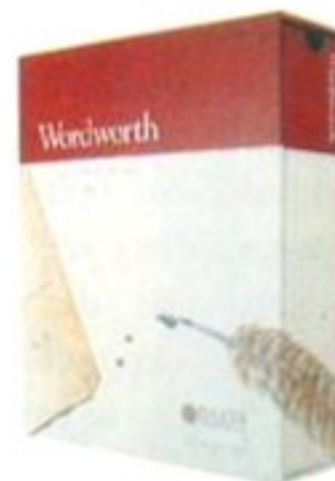
Final Accounts

Using the information created with Cashbook Controller, this program will produce a complete set of accounts, including Trial Balance, Trading and Profit and Loss Account, Balance Sheet, as well as useful accounting ratios. **£39.99**



Cashbook Combo

A money-saving combination pack containing Cashbook Controller and Final Accounts. **£79.99**



Wordworth®

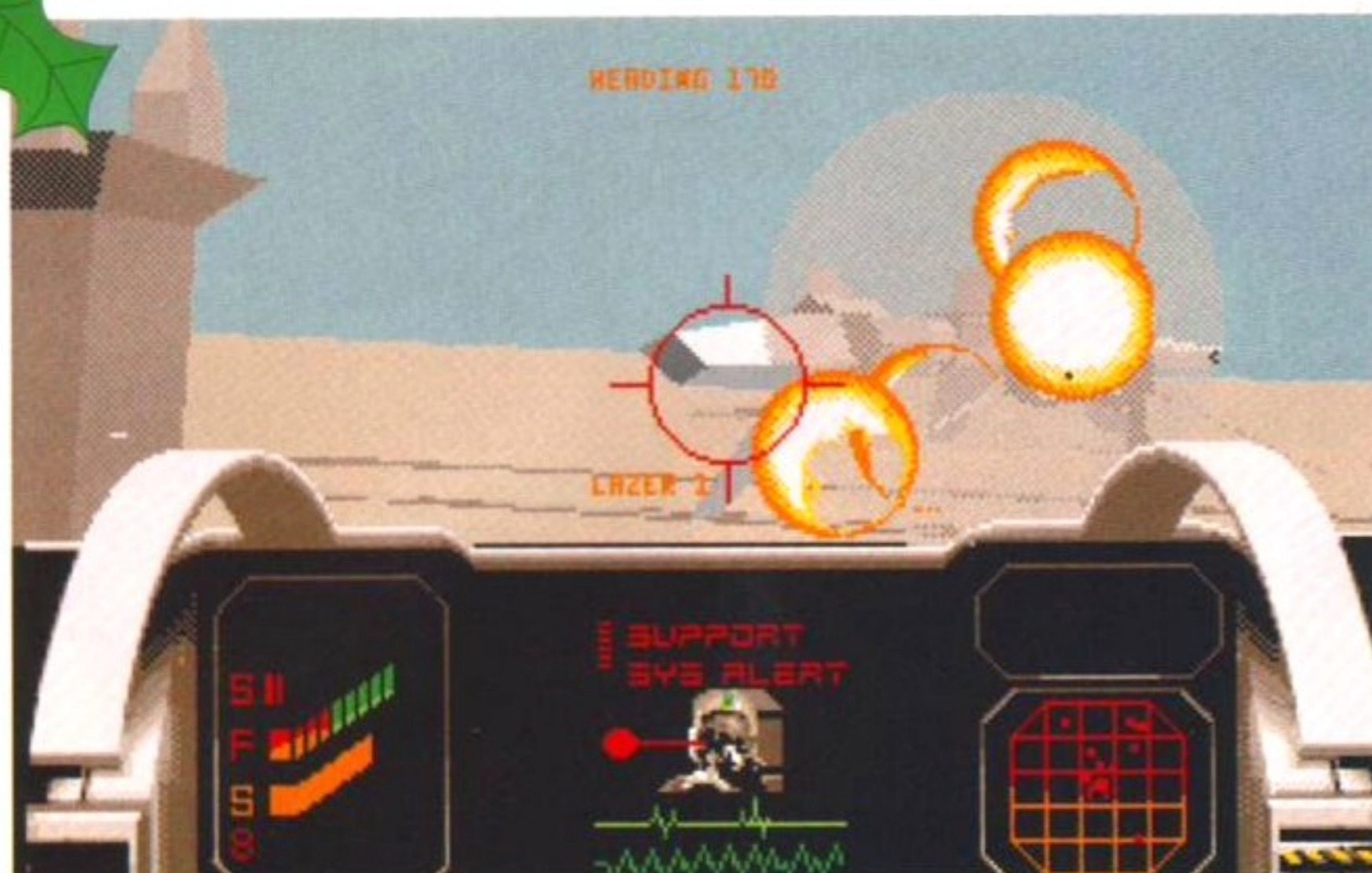
The graphical nature of Wordworth makes producing documents faster and easier. With the enhanced printing fonts, Collins Spelling Checker and Thesaurus, no other word processor comes close (Amiga). **£129.99**

The Digita range is available for Commodore Amiga, Atari ST and IBM PC unless stated otherwise, and every program comes with a seven day money-back guarantee.

The only way to really appreciate Digita software is to use it. Phone 0395 270273 for more information, or write to Digita, FREEPOST, Exmouth EX8 2YZ. All prices include VAT, postage and packaging.

DIGITA[®]
INTERNATIONAL
software that's right[®]

The Digita range is available to the trade through Columbus, Gem, HB Marketing, IBD, Lazer, Leisuresoft, Precision and SDL.



Down at ground zero and going for the kill the Epic fighter craft show what they are made of. Destroying the ground bases here allows your people to escape the attacking aliens.

Epic

Publisher **Ocean**
Release **February 1992**

Epic by name, epic by nature. It took two years to make and has some propaganda to live up to.

Space is big, real big, it's so hard to explain just how enormously huge it really is. Movies like *Star Wars* relied on this essential 'bigness', using this vast sense of scale to achieve epic overtones. Strangely, though, computer-based space adventures have never quite captured this 'awesomely large' feel. However, Ocean's stunning new space sim, aptly titled *Epic*, promises to bring just such sense of cinematic scale to the Amiga.

The scenario follows a race of humanoid types whose sun is about to explode in a supernova. Naturally, they decide to vacate the area and set off in a huge, space-refugee caravan. As it happens – like it always does – this takes the humanoids directly into the path of a hostile warrior race who see their evacuation as an invasion. Cue massive space battles and tactical planet raids, with you flying shotgun.

Lost in space

Epic has two main threads: 3D combat runs and intermittent story sequences. It plays like a simulation and looks like an adventure. Before and after each battle the story of the fleeing convoy is advanced with shots of ships hurtling through space and bits of text that tell you what's going down. This explains where and why you have to fight next. And it's here the slick slideshow stops and the action should dig its hooks in.

The space battles rage in and around your mother ships – these are basically your aircraft carriers – and flying around them you begin to get a real sense of scale. These ships are big, real big, and thanks to clever collision coding you can get real close. The starfighter you fly

is a one-man affair, but the boats you have to protect and destroy are enormous. Added to this are swarms of smaller fighters, who fly intelligently in wing formation. The intention is that players feel themselves a small, but vital, cog in a larger war machine.

The ground raids are where *Epic* is most impressive. Fans of flight sims are used to seeing their buildings from afar – small piles of pixels thousands of feet below – but *Epic's* short-range weaponry will force fighter craft to go down amongst the smoke stacks and towers. It will be possible to fly underneath archways or right up to structures and vehicles. What's more, while everything at ground zero is perceptibly huge, the frame rate remains nice and very fast.

Dream on?

There is a school of thought that argues *Epic* can never fulfil this early promise, and that the delays on the project prove it is no more than a programmer's pipe dream. Doubters beware! The team behind the game, Digital Image Design, have a hard-core pedigree in the 3D arena as the programmers of *F-29* and *Robocop 3D*. Some of the crew even worked on the original PC-to-Amiga conversions of *Falcon!* *Epic* works too; the various battle arenas are already coded and all that is needed now is for the game to be stitched together and shoe-horned on to the disk.

It threatens to deliver a total package of 3D simulation thrills and space fantasy. Imagine a world where F-16s can hover, where tanks are the size of stadiums and space dog-fights are an everyday occurrence, that is the world of *Epic* and it's set to blast off soon. ☺



The people of Epic are fleeing a supernova but fall foul of the local alien breed of nasty. A space war ensues and you have to fly the lead fighter craft in the refugees defence. Will mankind survive?



This is no straight shoot-em-up, but a true simulation with imagined space physics. Get ready for all the impressive trappings of flight sims with the gameplay bite of a good arcade.



Hurting through space, the rag tag convoy looks a sorry sight. It also looks spookily similar to scenes seen in *Battlestar Galactica*, but in *Epic* the acting's better and the effects are more convincing!



Each stage of the game is interspersed with animations and static screens which tell the story of the hectic trek across the stars in search of sanctuary. Get this screen though and mankind is doomed.

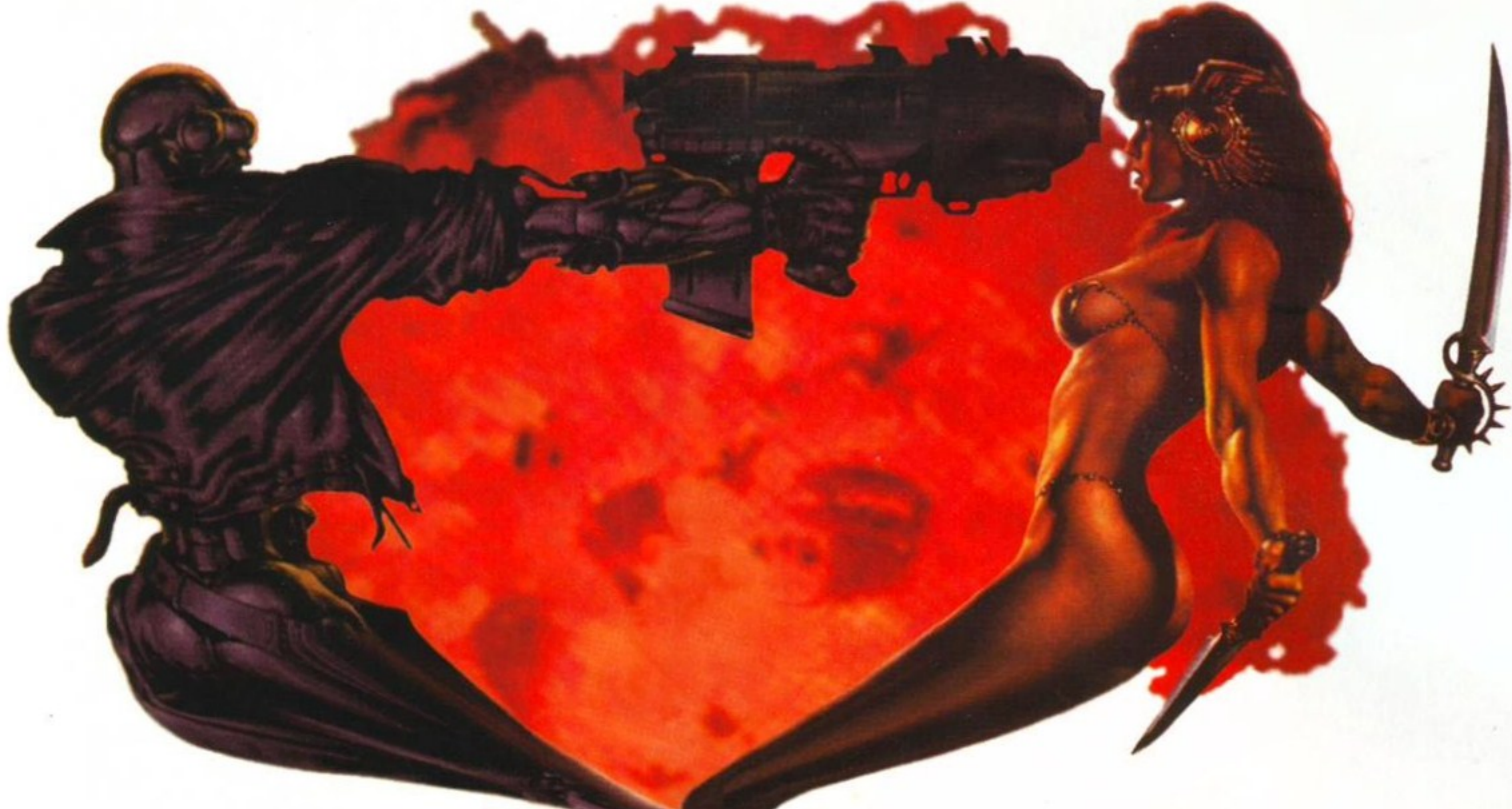


Image Power

Atari/Amiga Handheld Scanner

Available for the Commodore Amiga and the Atari ST range of computers, the Naksha A500 Scanner features switchable resolution between 200 and 400dpi, 32 grey shades and adjustable contrast.

Every Scanner comes complete with Express-IT! Software, an image utility which allows you to save images in formats which suit your favourite packages.

£99 or less

from all good computer shops

Naksha

Naksha (UK) Ltd., 29 The Wharf, Warrington WA1 2HT

Tel: (0925) 56398 Fax: (0925) 574375

Prices exclude VAT E & O E Prices subject to change without prior notice
Trade Marks and Registered Trade Marks are acknowledged

The ultimate games machine deserves the ultimate mouse.

The Naksha Upgrade Mouse is silky smooth, operating at a high 280dpi resolution. Supplied with Mouse Mat, Pocket and **FREE** Operation Stealth. No cables - no fuss. Simply plug in and go.



**NEW
NEW
NEW
GENERATION**

THE QOT FOOT-PEDAL
QUICKJOY

ENHANCE YOUR HOME VIDEO GAMES

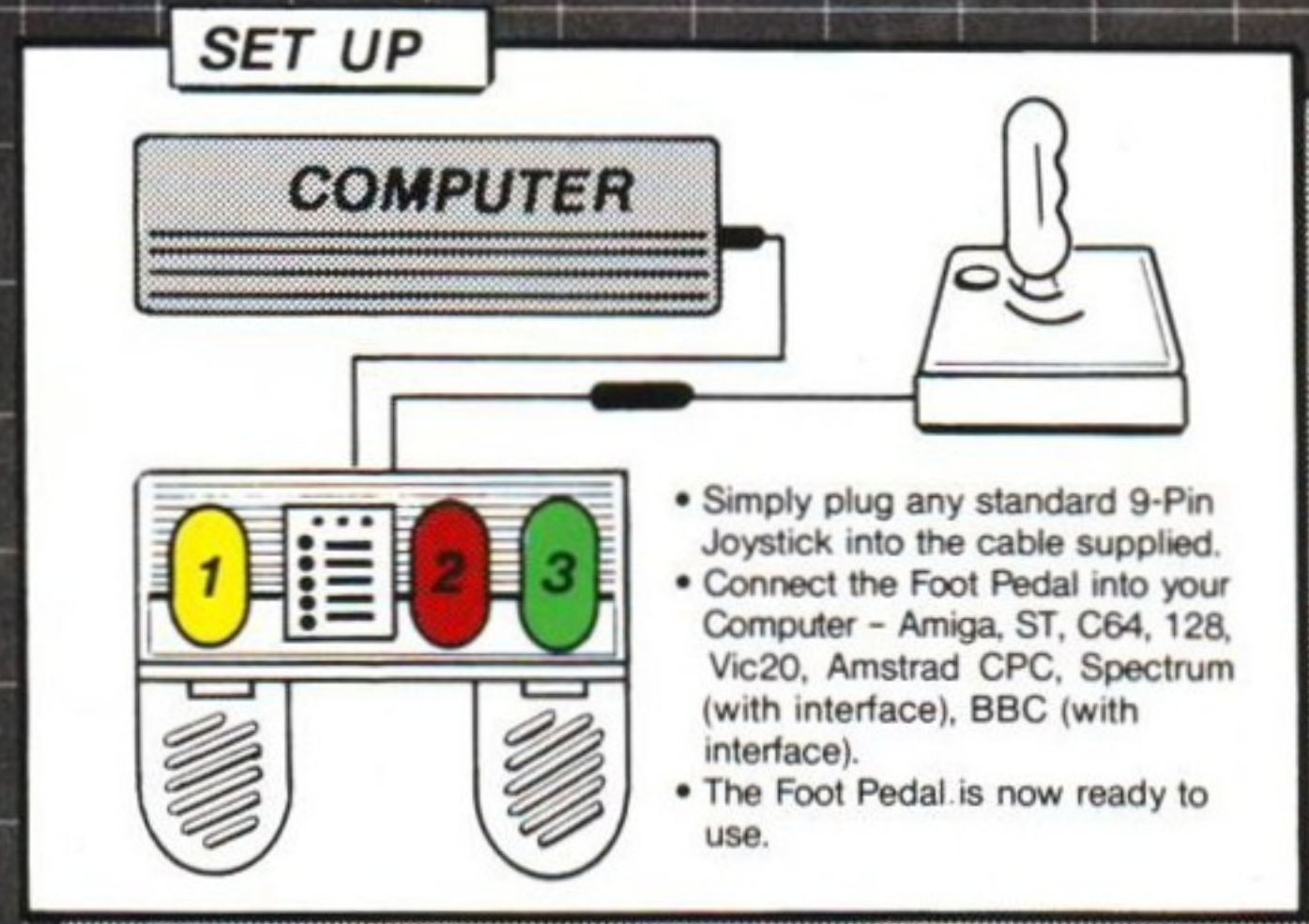
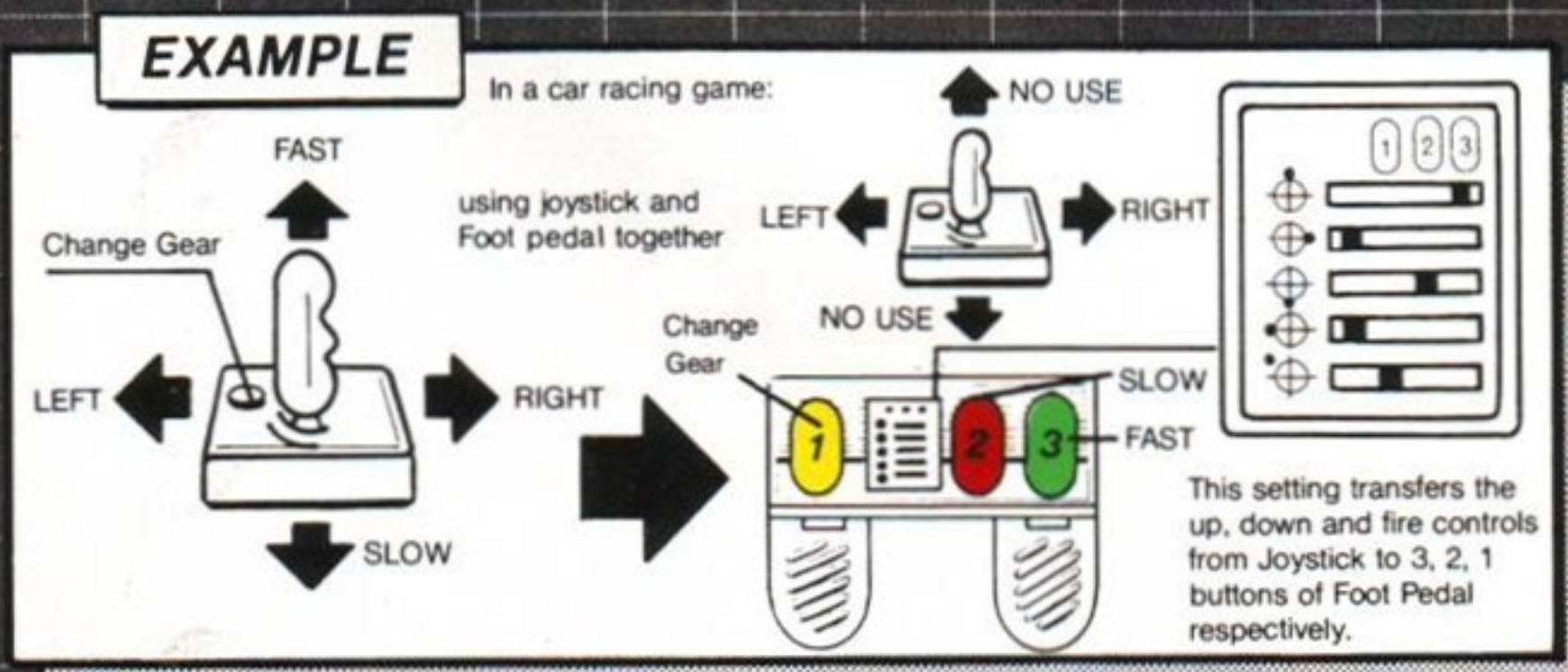


... Sometimes just using a Joystick is not enough to beat today's generation of computer games ...

The Foot Pedal Controller works in conjunction with a Joystick

... By aligning any three of the Joystick functions to synchronise with the Foot Pedals it enhances any multi-functional game that includes flying, driving or playing sports ... games-playing will never be the same ...

SV-129



Eye of the Beholder was big, *Dungeon Master* was huge and *Captive* was immense. That's the pecking order for the three big, first-person perspective, RPGs on the Amiga. The Zoo's next release though, is aiming to join this illustrious bunch at the very top of the tree. In fact it will make *Beholder* look tiny, *Dungeon* seem like a brief jaunt and it will rival *Captive* in terms of the number and scale of its dungeons.

Forget the size, though, and feel the quality, because *Abandoned Places*, which is in the final stages of testing, has all the trappings of a major title. It has the scale, depth and the presentation to take on the best that dungeon adventures can offer. It also has an original edge that will help it stand out proud from the dungeon-bashing crowd: the game's coders live in Hungary and this is their first project!

Go east young man!

Artgame are as committed to role-playing as they are to computing, which already marks them out as something slightly special in the chaotic world of post-communist eastern Europe. It's not that east Europeans are against either of these pursuits, but until two years ago exploring these fields was practically out of the question. Now Artgame run their very own RPG shop and have been coding *Abandoned Places* as quickly as their supply of machines will allow.

An interesting coding background, though, doesn't automatically make a good game. What does is a solid understanding of a game's fundamental mechanics, its switches, its triggers, an awareness of where luck can carry you through and where a gamer's skill is required. Running one of Hungary's few RPG outlets seems to have given Artgame this essential knowledge.

Intercity

Abandoned Places isn't content to stick your group of four brave adventurers down a hole and let that be that. Supplementing the dungeon sections – yup that's plural – is a wilderness and a city map. Central to the game, is the need to first of all find the right dungeon. As the story builds, the party will have to traverse a huge landscape looking for the clues that will tell them where the next underground section is located. They will also have to deal with townsfolk who won't take kindly to the normal dungeon response of 'hack it till it drops'.

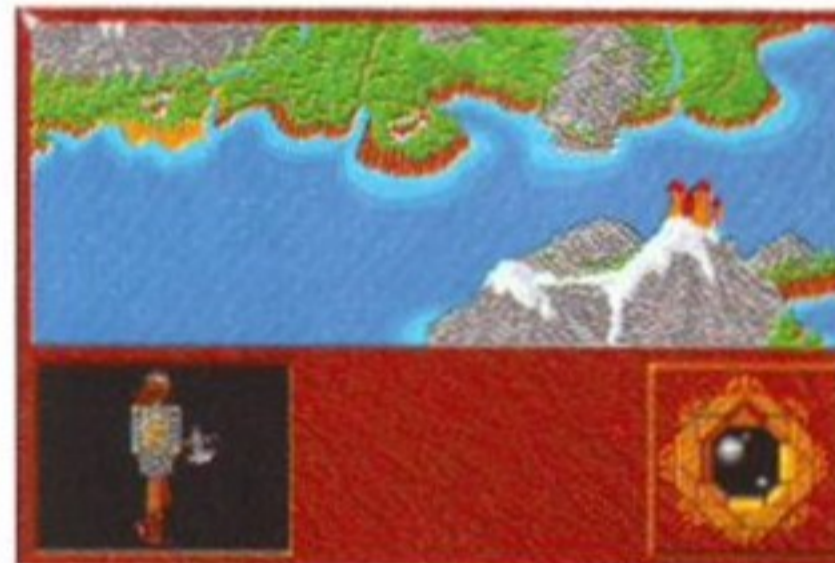
Now that's what I call a fireball! Not just a small globe of flame effect, but a field of fire. That burns everything in its path – and that includes you. Abandoned Places is full of convincing sword and sorcery touches. It feels like a real RPG, even though it hasn't got a big licence name behind it!



Abandoned Places

Publisher **Electronic Zoo**
Release **January 24 1992**

Hungary isn't famous for being at the cutting edge of game's design. Come February though, that could all be about to change.



This isn't just going to be a mere dungeon romp but a wilderness adventure too. First your heroes must find their dungeon!



The map facility (bottom left corner) shows you where you're currently standing. An excellent aid in to the map making process.

Abandoned Places takes you to cities where the normal dungeon etiquette of kill first and ask questions later doesn't work. You'll have to trade for goods and weapons not fight for space.

Once underground the focus sharpens significantly, as some major programming skills and astute gaming observations blend to create an exceptionally promising dungeon romp. The animations are fast and the actions never slow, even when the spells start flying. Like any game, though, the coding supports the game and it is the design that is important.

One good inclusion on the *Abandoned Places* game screen is a small map that shows the nine squares which immediately surround the party. It's not intended to be a substitute for a traditional hand-drawn map, but makes drawing one far easier. And as it covers a standard area, it can reveal rooms you've not yet explored or didn't even know were there.

Abandoned Places also appears to have a chance of introducing more gameplay elements to this four-person quest by introducing extra actions to the usual list of hacking, casting spells and clicking on the game

window with the mouse. 'Push' 'pull' and 'climb' have been added to the usual abilities and while it's not yet clear how they will be involved in the solution of puzzles, their presence is really promising.

Competition time!

Abandoned Places will face some very tough, first-person perspective, dungeon competition from the likes of *Might and Magic III* (US Gold), *Eye of the Beholder II* (US Gold again) and *Black Crypt* (Electronic Arts). But it is definitely up there with a darned good chance though, its scale and innovative features will help it gain an edge.

Most important of all though is that it will hit its scheduled release date. It's currently being finished and tested, so after a little lay down to recover from its long modem journey it will be ready to be reviewed in full next month in AF31.



Ultima VI

The False Prophet



In a cataclysm of sound and light, a bolt of searing blue fire strikes the earth!



Celebrating the 10 Year Anniversary of ULTIMA!

The first Ultima developed on and for IBM/Tandy/compatible computers!

Watch for the deluxe, limited-edition of Ultima VI.

Available in all major 16 bit formats.

ORIGIN
We create worlds.

© 1989 Origin Systems, Inc.



MINDSCAPE

For further information on Mindscape products and your local Dealer, contact:
Mindscape International Limited, PO Box 1019, Lewes, East Sussex BN8 4DW.
Tel. 0444 86 545/547.



International Karate and the Last Ninja series established System 3 as the undisputed masters of martial arts games. The arrival of ultra-cute *Fuzzball* (Page 126) marks a change of direction for them, continuing with *Turbo Charge Challenge* – a gun-toting, tyre screeching, road warrior extravaganza!

In the past driving has been a wheel-clamped genre that's held back by the restrictive nature of point-and-press gameplay. *Turbo Charge* aims to change all that.

Borderline

The game started life as *Borderline*, a name which reveals the split personality of this road based chase. In a souped-up, tooled-up, sports car the aim is to track down and capture a horde of terrorists who are nicking weapons from UN arms dumps. Their convoy is speeding towards the border: catch the lead vehicle before the border and the enemies are less aggressive, stray over the line and life becomes truly hellish. Car-launched cannon fire and missiles can be used to blast the bad guys from the road, or they can be rammed at turbo speed in the best *Chase HQ* tradition.

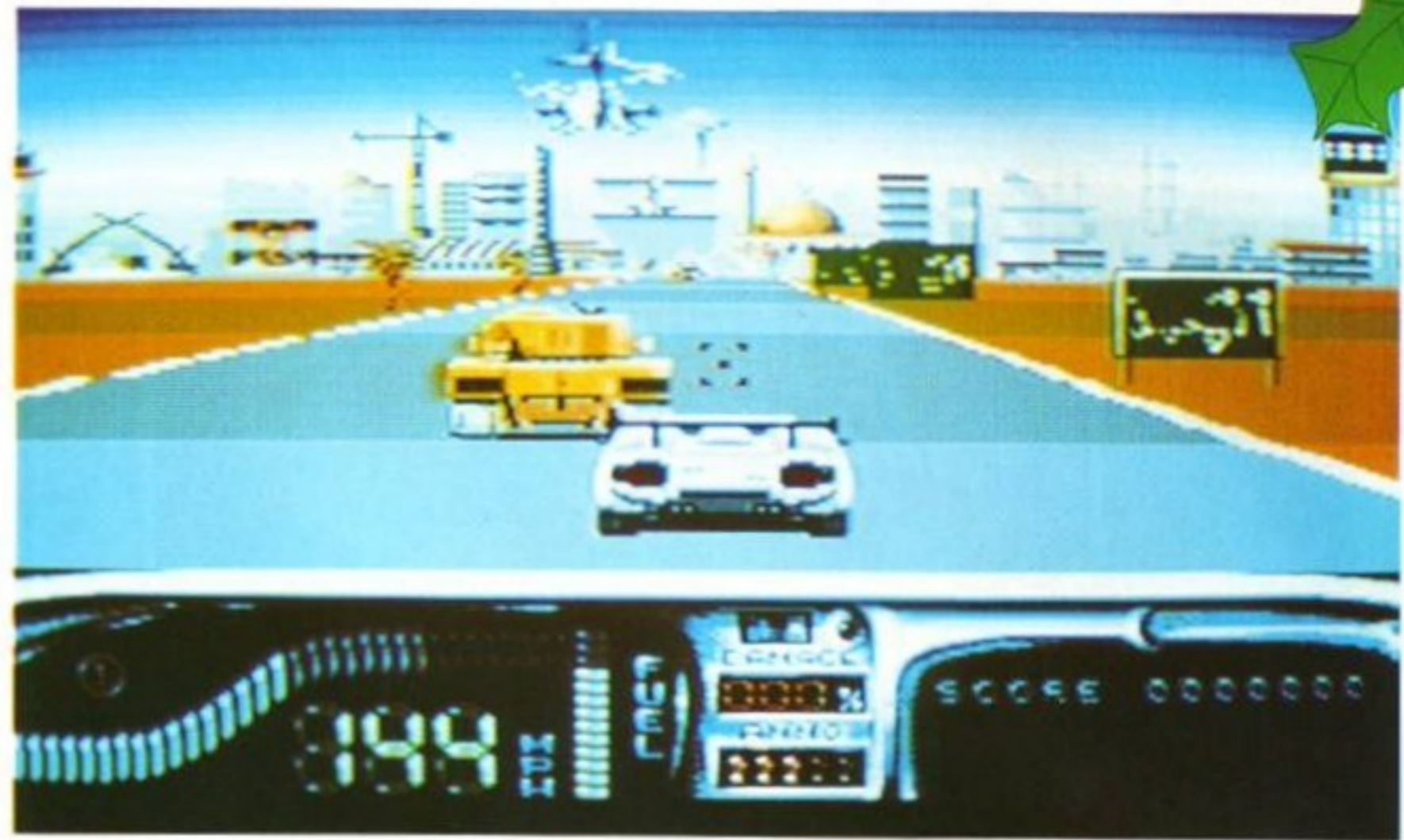
Turbo Charge should set a long list of problems for joystick racers to juggle: en route lurk land mines and fuel, which need avoiding and collecting; using your turbo eats up your fuel, but ensures you catch the crims real quick; the car is prone to damage, which isn't surprising because the criminals hang out of their cars and shooting you with the very ammunition you're trying to save; ramming causes damage to the car, but hurts them more than it hurts you.

Other driving games have exhibited some of these features, but none have had them all. Only the most illustrious exponents of the art (ie *Lotus 1* and *2*) have brought excitement to the genre, most are happy to offer fast-road action and one whizzy feature – gunfire in *SCI*, turbos in *Outrun*. *Turbo Charge* should have all the optional extras, and more besides.

Juggling drivers

The gameplay bite should emanate from the complex mix of car criteria that need continually checking. First you need to beat the convoy to the border: a time-based test. Layered neatly with this is fuel problem: going slowly allows you to collect the cans of gas but eats up time, while constant turbo work swiftly empties the tank but helps you overtake the terrorists. On top of this comes two

Screaming into Kuwait City (spot the Crossed Swords Gateway!) and it's time to get heavy with a tank. Shooting it earns points and clears the road. Turbo Charge is no straight ahead car game though: it features more twists than the M25 has had traffic jams!



Turbo Charge Challenge

Publisher **System 3**
Release **January 1992**

System 3 made their name with their Oriental beat-em-ups, now they're turning to the road, can they pass their drive-em-up test?

Which way now? Even the best, missile-armed, turbo-charged supercar drivers have map hassles. In Turbo Charge the right route only becomes obvious when the enemy convoy turns, which should cause some drastic last minute crisis for high-speed drivers. If you choose the wrong route then the local constabulary will ask you politely to help them with their enquiries.



Normal car epics use roadholding as their edge, but in Turbo Charge the emphasis is different because the road follows the car!

forms of car damage, a percentage counter that clicks up as a result of collisions, while incoming fire puts bullet holes in the windscreen – hit 100 per cent damage or take seven shots and it's game over.

If all these elements weren't enough to inject extra gameplay power into the gear change genre, *Turbo Charge* forces drivers to take the right route too. At every turn the criminals will try to confound your law enforcement efforts by turning on to side roads. You'll have to watch and follow the convoy because one wrong turn will lead into the clutches of the local constabulary.

Born to be wild

Don't be misled, though, *Turbo Charge* is still a race game at heart. This is why System 3 will be using an innovative new car control

technique for this tarmac blast. Instead of forcing the car to follow the road *Turbo Charge* will slave the road to the car. In terms of driving this makes one major difference: it's relatively easy to stay on the right track. In terms of play, this means once you've managed to master the controls, avoiding the traffic is the major test and not sticking to the road. This change of focus should help transform the game from a reactive one into an active one, where you have to clear a path rather than follow one.

Combining these various styles in one game will be a challenge. Currently the System 3 coders have a fast and furious road routine running and are all set to add the enemy vehicles and route problems. If they can match their ambitions, then maybe at last sprite race games will finally make their mark.



UTOPIA
THE CREATION OF A NATION

94%
GAMES-X
GAME OF THE WEEK

ACE
TrailBlazer
Ace Rated
920

THE
One
90%

UTOPIA
Can you create the perfect society? Now's your chance to find out. Leading a colonising party to a barren planet you aim to create the perfect society, where everyone has a quality of life rating of 100%. Do you spend money on weapons or social research? Build hospitals or tank factories? The myriad of decisions to be made are yours, and the fact that there are over ten different alien races all bursting for the opportunity to wipe out the colony should speed up the decision making process. An icon driven game with the main playing area presented in isometric 3-D, Utopia breaks new ground in computer entertainment.

Available on ST/STE & Amiga (PC 1992)

SUSPICIOUS CARGO

When you need something transported in space, and you don't want inquisitive customs folk asking questions, or tiresome legal documentation, then 'Lady Luck' is the ship, and Jonah Hayes is your man... This time though he's bitten off more than he can chew - his cargo is alive (genetically speaking), dangerous and sought after by a rival company who'll stop at nothing to cripple his dodgy tramp freighter and take over the job!

An interactive adventure game set in the grand cyberpunk tradition with stunning action sequences, excellent animated location graphics, and a warped sense of humour thrown in for good measure.



Available on
ST/STE & Amiga

**SUSPICIOUS
CARGO**

Starring **JONAH HAYES**



Now available on Amiga - soon available for ST

S P O R T S B O X I N G

"4D Sports Boxing is absolutely brilliant...the boxers move pretty much like their real-life counterparts...Here goes. Oooooooooof! (Crunch). ZERO HERO 90%

"...This is the best game I have ever played..."
-Don Mattrick, President of Distinctive Software Inc

"Seconds out...Round One! The crowd leap to their feet as the fighters rain down on each other...was that a stumble? YES! He's down...what a knock out. This is boxing at it's absolute best. What a brilliant fight"

"4D Sports Boxing is simply one of the best sports simulations around...Superb." -The One 90%



Do you want to box in the Fourth Dimension?

Mindscape and award winning developers DSI bring a new era of games to your home computer with the 4D Sports series. Here the 4th Dimension is realism and the action is amazingly real. Modelled and simulated on real human movement, 4D Sports Boxing is the most accurate sports simulation ever written. 4D Sports Boxing lets you create and save a camp of up to ten of your own boxers. You dictate how tall, how heavy and how strong they are. Next you train them and build them up into lean, powerful fighting machines - then it's time to enter them into their first fight.



For your local dealer, contact:
Mindscape International Ltd, The Coach House,
Hooklands Estate, Scaynes Hill,
West Sussex RH17 7NG. Tel. 044 486 761

For further information on Mindscape products
and new releases please call: 0898 234214

IBM PC & Compatibles, CGA, EGA, VGA/MCGA
or Tandy graphics. Roland or Adlib sound cards
or choose amazing digital sound with no extra
hardware required!

Keyboard, Mouse or Joystick £29.99
Amiga & Atari ST available January 1991 £24.99

THE LOW-DOWN

Yes, not one but two *Amiga Format* readers will star in the next episode of *Mega-lo-Mania*. You'll be whisked off to a studio to have your face digitised and your voice recorded and then processed into a sound sample for use in the game. All the voices in *Mega-lo-Mania* were done this way, by *proper* actors, luvvy... and now you can join them... daaahling!

It's a unique, once-in-a-lifetime opportunity to actually appear in a top Amiga game: your face will be seen and your voice will be heard by thousands of Amiga owners all over the world.

Now that's pretty special. So what we're asking you to do is answer a bunch of questions that prove your knowledge of *Mega-lo-Mania*. You don't have to have played the game: all the answers should be obvious if you've played our Coverdisk demo on Issue 25, read the review in Issue 26 or seen the Gamebusters playing tips in this very issue.

Twenty runners-up will win a copy of the original game *Mega-lo-Mania*, so they can get in some practice in time for the new data disk, as well as a mug and T-shirt. Not bad, eh? If you have already got a version of *Mega-lo-Mania* you can always give the new copy you might win to a friend and thus earn their undying respect and gratitude!

THE QUESTIONS

1 These are the four original evil-looking villains: what are their names?

Win a very unusual prize: your chance to star as a villain in Mega-lo-Mania! Both your face and voice will be digitised for the Mega-lo-Mania data disks, coming soon from ImageWorks...



2 Name four elements with joky names.

3 What are the first four level names (A, B, C and D)?

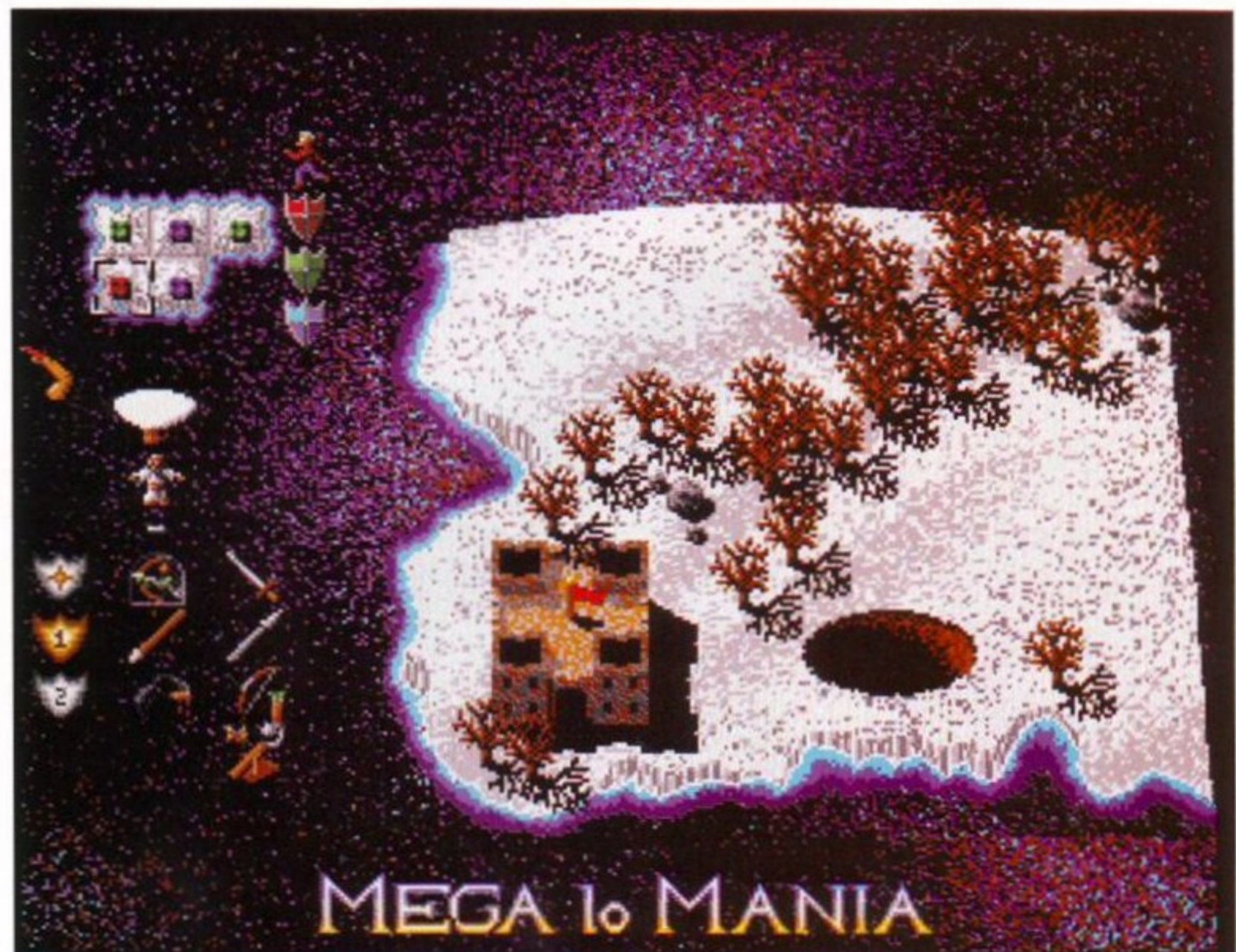
4 Name four of the five most basic weapons.

HOW TO ENTER

Simply write the 16 answers to the questions on the back of a postcard or a stuck-down envelope, along with your name, address and telephone number. Then put a stamp on it and send it to 'Dressing Room Mirrorsoft Compo', *Amiga Format*, 29 Monmouth Street, Bath BA1 2AP. All entries must reach us by January 20th, please. Easy enough, eh?

THE RULES

Employees of Future Publishing, Mirrorsoft and Sensible Software are not allowed to enter. The judges' decision is final and no correspondence will be entered.



...and 20 very lucky runners-up will win a copy of Mega-lo-Mania, a mug and a T-shirt!

STARBYTE SUPER SOCCER



... **MORE THAN FOOTBALL** ...

AMIGA
ATARI



DISK/TAPE
C 64
PC

THE NO-HOLDS-BARRERED

SMASH

GAME SHOW OF THE FUTURE

TV



Thrust your way through the increasingly more dangerous areas of the game show of the 21st century. Armed with a proton blaster, you must 'blow away' a multitude of deadly aliens, humanoids and robots... and win valuable prizes! Humour, bad taste and fast action combine to bring you this prize-perfect arcade conversion.

SPECTRUM
AMSTRAD
COMMODORE 64
ATARI ST
AMIGA

© WILLIAMS
ELECTRONICS GAMES, INC.

Acclaim
entertainment inc.

ocean[®]

ACCLAIM™ AND MASTERS OF THE GAME™ ARE TRADEMARKS OF ACCLAIM ENTERTAINMENT INC.
OCEAN SOFTWARE LIMITED · 6 CENTRAL STREET · MANCHESTER · M2 5NS · TEL: 061 832 6633 · FAX: 061 834 0650



Bullfrog topped the Christmas chart with *Powermonger*. How can they top that? Easy...

Religion has caused more wars than anything else in human history, so nobody should notice a few more. This is what *Populous 2* does best, set up two opposing deities and let them sort out who's boss. The sequel is couched in Greek myth and legend and picks up from where the mighty *Populous* left off. But is it just the same game with whistles and bells or have Bullfrog performed another coding miracle?

Version 2 is a power trip. The power of life and death, the ability to bring down a rain of fire, the power to send tidal waves crashing across cities are all yours to command. With these powers you must conquer the world. Currently, it is a land of heathen folk who prey the graven images of your Olympian competitors, but adept displays of your abilities will start the populace worshipping you.

The people live below, on a series of scattered islands which must be conquered one-by-one. The initial battles are fought with a few lowly powers against a sluggish, stupid, foe. Conquer them and you move up the god league ladder, to take on more capable deities using increasingly pokey powers.

Battle Isles

Gods need followers to flourish. At the start of each island battle, a few already worship you – some folk will believe anything! – and a few pray to your foe. It is from the devotions of your followers that your power stems. Promote their existence while inhibiting those pledged to your foe and your powers increase as the population grows. The prayers your people offer up is measured as 'mana' and this is what gives gods clout.

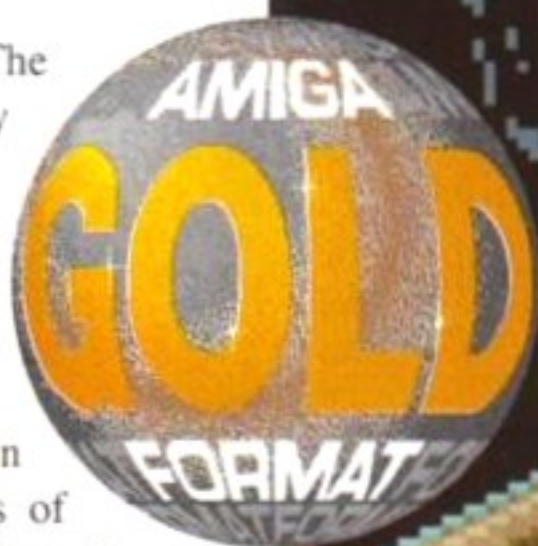
For each island you will receive a set of powers with which to protect, promote and punish the population. Each power costs mana to use, and the pokier the effect the more prayer power it costs. Working on a direct debit system, your mana level automatically displays and deducts the cost of each power. This symbiotic relationship of god-to-people and power-to-mana, dictates your actions throughout the game.

The range of powers depends on the island. Gods always have the power to raise and lower land, to summon followers to their 'Papal Magnet' and to invoke Armageddon. On offer are 27 other effects and it is these which make *Populous 2* a classic spectator sport. Swamps that suck foes to their doom can be placed in cities, hurricanes blow buildings into the sea, whirlpools erode their land and firestorms can raise entire forests. These all cost major mana, but their judicious use is both amusing and effective. The downside of this is that the opponent god is also gathering



The map gives gods an indication of each island's condition. Godly acts are shown as white highlights, people as dots and occupied houses are in team colours.

Gods' powers are controlled through this icon strip. The red line below shows how much mana-power each god has to use in their quest for glory.



Populous 2

mana and anything you can do he can do – better? Gods that spend their time gloating can have smiles wiped in seconds when they realise that while they flooded the enemy town their own one was being turned into ash. Play against the computer and you're assured a major fight, play down the wire against a friend and it's venom spitting time!

Gods!

The populace of *Populous* are a hardy and obedient breed – which is just as well. If you clear

So where's the catch? What's the downside? Well, there isn't one. It's a sequel, but in the best sense.

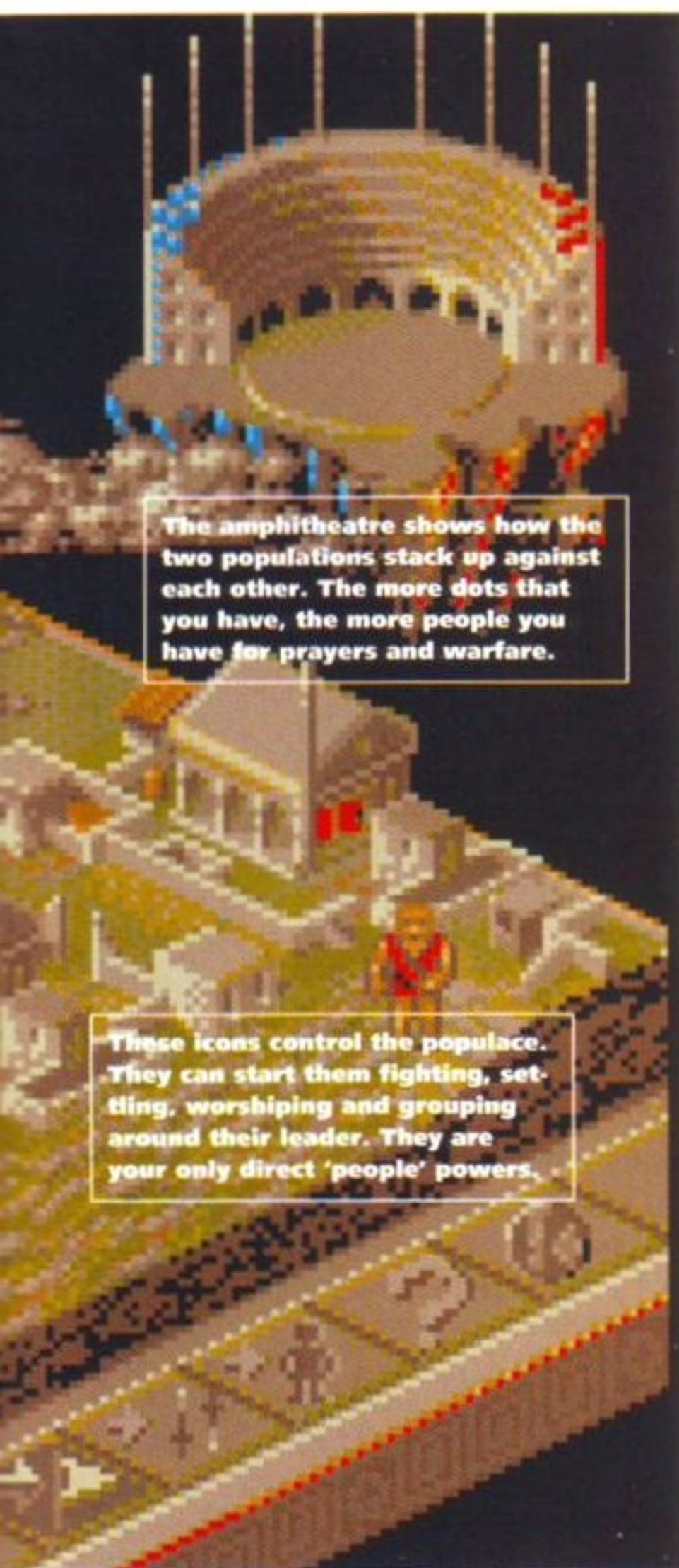
land and slap them in 'Settle mode' they instantly build houses. Clear more space and their shack becomes a hall, and then a mansion, which becomes a castle. And the better their living conditions the more praise – mana – they offer up. Better housing offers them greater protection though, so they tend to be a

homely bunch, and have to be forcefully clicked from their house to go to war or visit the Papal Magnet.

Leaders are important to these people too. You can create one by hitting 'Go To Papal Magnet Mode' and the first man or woman there becomes your leader. People who follow them there are then absorbed into the leader, making them tougher and more efficient. This leader adds to the tribe's sense of security and can become a potent weapon in the *Populous* armoury. Leaders can become knights who seek the nearest enemy in an attempt to slay unbelievers. Both dogmatic and stupid they often need land raised from the sea to reach their foes, but the mana investment is worth it when you see the carnage they cause.

Battle Command

Each island war opens with the small population scattered about the map and with the worship ratio 50:50 between gods. Neither god has much mana and all you can do is move your Papal Magnet or begin reforming land. Dragging the magnet about is good for morale but levelling the land starts the settlers settling.

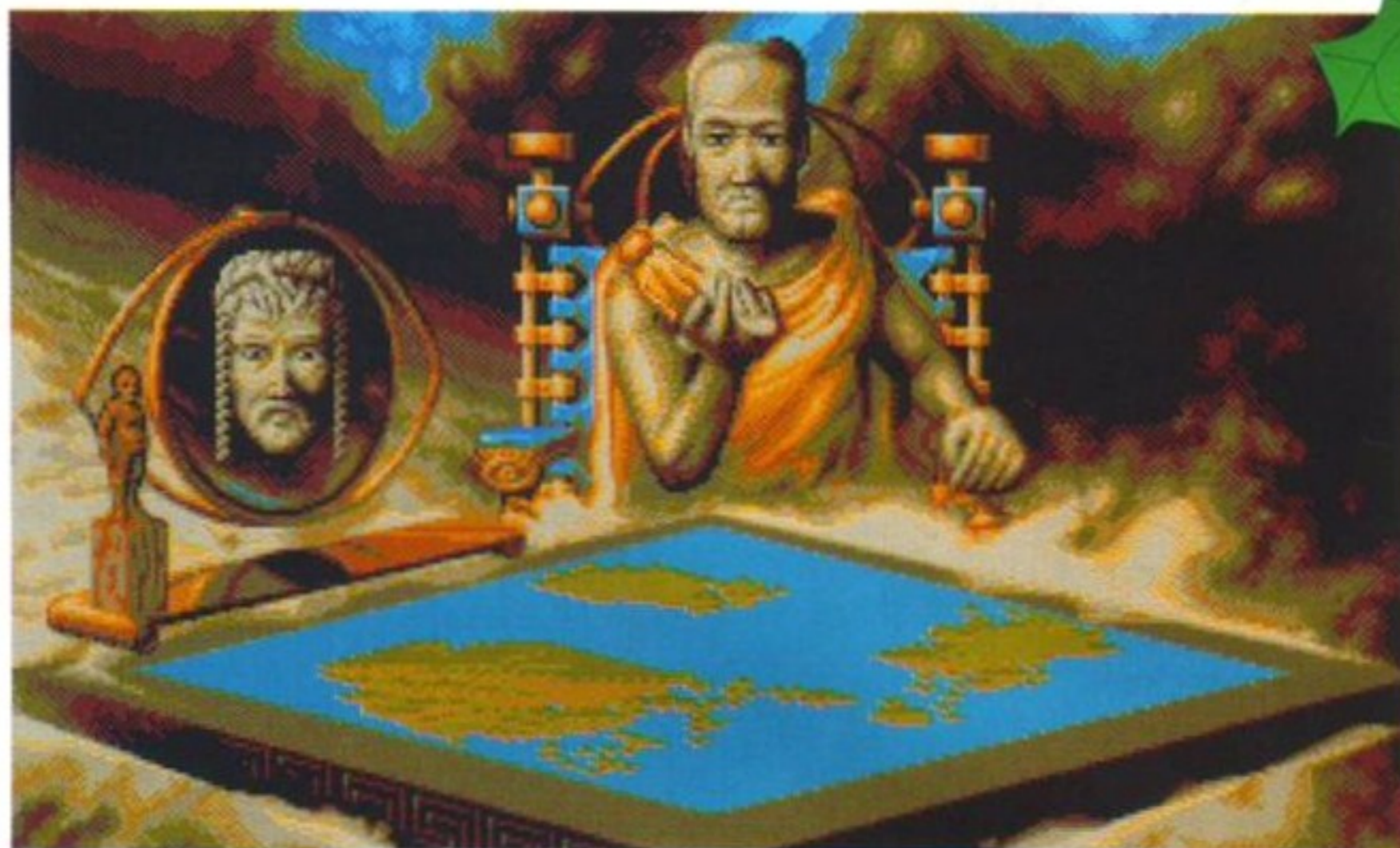


The amphitheatre shows how the two populations stack up against each other. The more dots that you have, the more people you have for prayers and warfare.

These icons control the populace. They can start them fighting, setting, worshipping and grouping around their leader. They are your only direct 'people' powers.

At the end of each level gods are given awards that they can build up their powers with. Even losing gods get a few, but victorious gods get far more. The awards depend on your overall popularity, efficiency and a few other hidden components. It raises the game-play question of either playing for points or powers.

Gods are not off-the-peg creations. You get to choose your own face, name and specialised powers. As the game progresses you can build up these areas to improve your abilities or go for a broad range of them. This will affect how the later games are played.



Soon the mana begins to build up and the map metamorphoses as both gods crazily create lebensraum.

The gameplay shifts modes when the mana balance builds up. War erupts suddenly and thunder clouds appear above towns threatening lightning, columns of fire wreck key buildings and conversion pools suddenly start changing the peoples' allegiance. The once small island, swiftly changes complexion as tidal waves destroy entire cities and causeways are created to allow armies to cross. The battle rages until one god has the upper hand and then it's Armageddon time – when both sides populations become knights and the ownership of the islands is decided in one final fight.

Victorious deities are rewarded with awards which can be spent to customise their powers. Any of the six power types can be invested in, or the awards can be scattered around them all and only time will tell if you made the right choices for your style of play.

The new skills will be needed though, because your score on the last island determines where you'll fight next. There are over 1,000 islands in total but fast learning gods can leap frog through early levels, advancing until they find their own degree of difficulty.

The more advanced powers are offered slowly, and only given en masse on the later islands, providing the incentive (as if any were needed) for the long-term play. A good 'saved game' god will be needed if you want to use

volcanoes or hurricanes on the field of battle. *Populous* plays fast and loose. It has an absorbing edge that draws you into the world you control. Your divine rod is the mouse and the cursor soon flies around the screen, dictating the outcome of this deity showdown.

Beautifully crafted graphics combine with the overriding design principal of playability. Helpful information inconspicuously fills the screen, ready to read with just an eye flick away. There's power here and it's as easy to use, as it is to let it go straight to your head.

Megalomania

The power of *Populous* is not just cerebral however. The speed of the play goes unnoticed, but the fast moving map and crisp mouse responses allow real high-paced action. Once

embroiled in a battle you find yourself unconsciously drawn closer to the monitor in a bid to absorb all the information the screen has to offer. Start playing and the games only seem to last for few minutes, but look at your watch and hours have passed. Strangely, sacrificing evenings and weekends somehow seems worth it when you reach giddy new god heights.

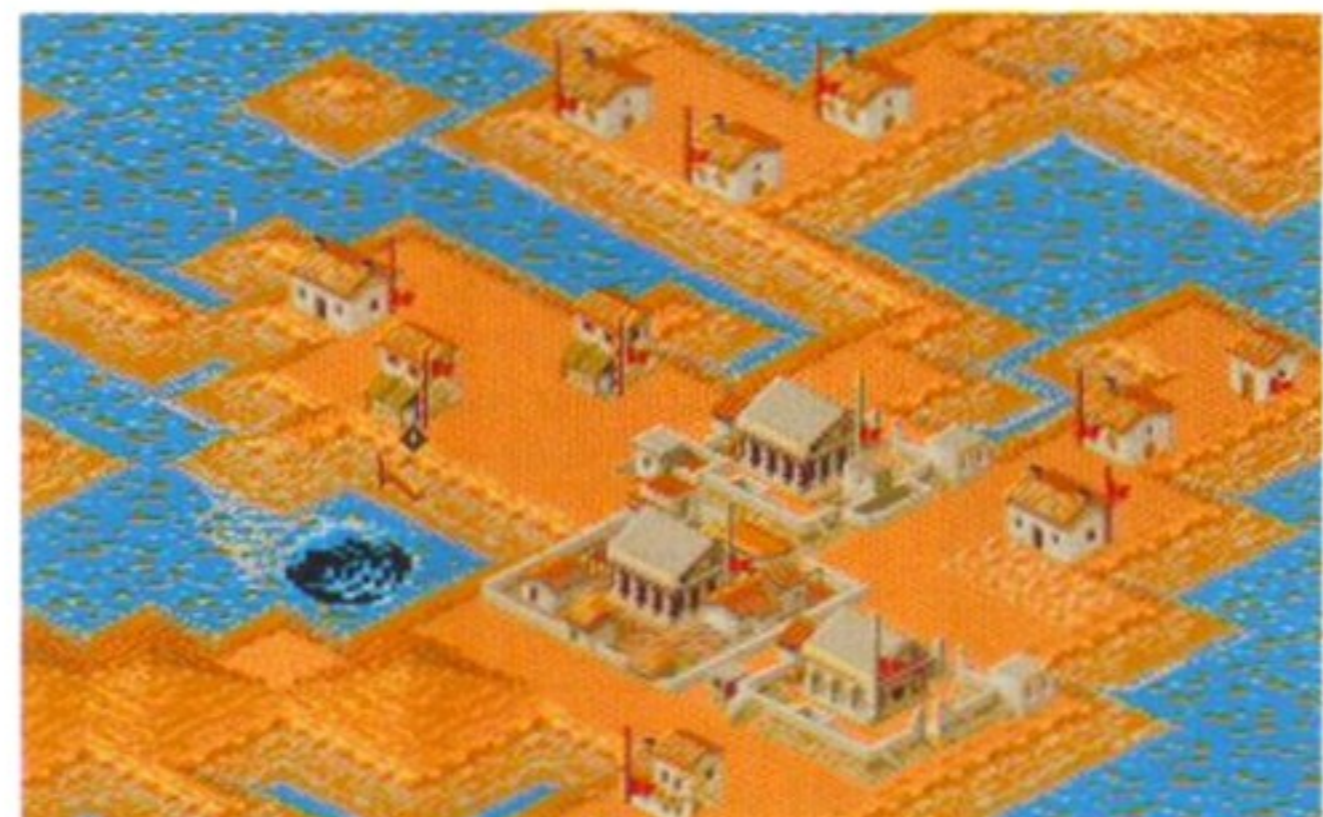
Populous 2 hits the imagination where it hurts, every action is seen and can be believed. The deity drama is fully acted out with small bright sprites fighting, burning, building and drowning. They may only be tiny pixel people, but the precise artwork helps bring the abstract god concept home. You do have the power to change the map. You do have the power of life and death.

Powermonger

Populous 1 set the world alight with its sheer originality. This should have handicapped *Populous 2* because god games are now commonplace, but it is strangely liberated by it. Now the genre is established it doesn't have to labour to get the concept across, so *Populous 2* is free to explore the possibilities of the game form. *Populous 2* is not a rerun, quick copy or a cop out. It encompasses grand game ideas and presents them in a way that encourages players to explore the realms of their Amiga's given powers. You don't have to have been an aficionado of the first game to play, the

Continued overleaf

Populous 2 can be played in full screen mode, with the icons and maps removed. It's an excellent way to get an overview of the game, but hard to play from when the going gets tough and the fire columns start.



SO WHAT DOES MANA MAKE?

Mana is the source of gods' powers. The amount of praise on offer limits a god's power. The more mana available the more pokey powers you get. These powers are:

<ol style="list-style-type: none"> 1. Raise/lower land. 2. Move Papal icon. 3. Create knight. 4. Plague! 5. Armageddon. 	<p>MAN</p>
<ol style="list-style-type: none"> 1. Build road. 2. Build City wall. 3. Earthquake. 4. Lay barren rock. 5. Make earth hero. 	<p>EARTH</p>
<ol style="list-style-type: none"> 1. Grow trees. 2. Verdant. 3. Create swamp. 4. Creeping fungus. 5. Make nature hero 	<p>NATURE</p>
<ol style="list-style-type: none"> 1. Lightning bolt. 2. Whirlwind. 3. Lightning storm. 4. Create hero. 5. Hurricane. 	<p>WIND</p>
<ol style="list-style-type: none"> 1. Column of fire. 2. Rain of fire. 3. Make fire hero. 4. Raise a volcano. 	<p>FIRE</p>
<ol style="list-style-type: none"> 1. Lay basalt rocks. 2. Start whirlpool. 3. Conversion pools. 4. Aphrodite. 5-Tidal wave 	<p>WATER</p>



The landscape is forever changing. *Populous 2* sports fertile, ice, desert and slime worlds. Each one forces different powers to be used. Luckily lightning bolts still work!

principals can be learned in minutes, but players of *Populous 1* will feel they've found the promised land.

You are given tools and a challenge and you have to supply the solutions, but every player will have their own. The game creates an environment and offers you powers to affect it. The problems are proffered in the design of each map and the effects allotted for it, but the outcome depends on the strategies you conjure up in the heat of battle. 30 effects would be enough for any mere mortal of a game, but *Populous 2* is a god game and escapes such frailties.

All the powers that flash forth from the cursor have hidden depths. The tornadoes that you use to whisk the other gods' worshippers away have positive uses too. If there's a city wall that your troops cannot breach, then judicious use of a whirlwind can waft them over it and into battle.

Trees planted to please the population can become a deadly fire-trap if a forest fire spreads, fatal for any troops wandering through. Tornadoes that wander over water start land-eating whirlpools. These simpler tricks soon become obvious, but off the wall, hatstand combinations often yield unexpected benefits. Their discovery lies in an understanding of each power and the ability to prise yourself from the present situation and look the facts in a cold gameplay light.

Captive

So where's the catch? What's the downside? Well, there isn't really one. A few very minor niggles could be labelled as 'faults' but only for pedantic reasons. The heavy weight of animation sometimes strains the Amiga so it slows slightly, but then so much is happening that your brain's reeling too. The real pain with it is that any free time is swiftly swallowed in play. You may not mind, but family and friends will be seeing an awful lot less of you once you board this godly roller coaster ride to ultimate power.

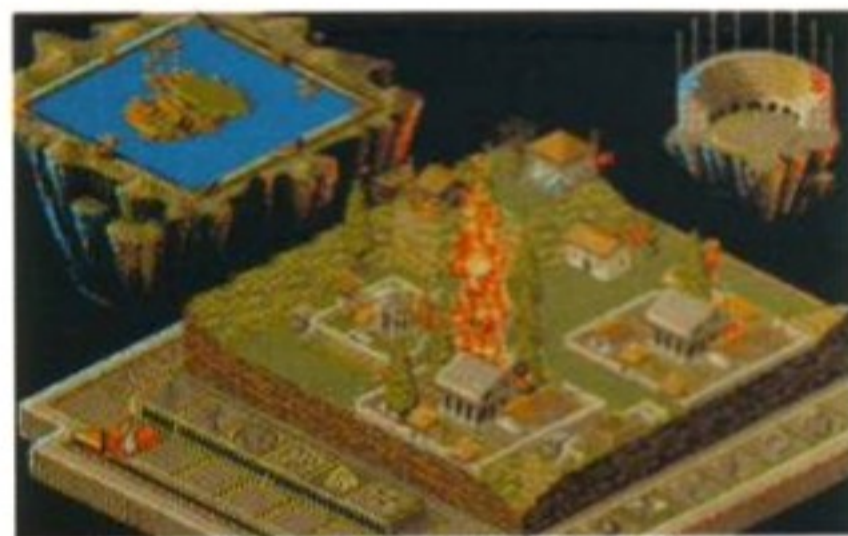
Populous 2 is a sequel, but in the best sense. It takes an all-time classic and reshapes its essential elements into something new. The concept remains the same, with an almighty being able to change the world at the push of a

button. But, the developments and changes radically transform the game. In comparison *Populous* was a puzzle game, where each island had a solution and finding it was the challenge. *Populous 2* is a game that poses a problem but expects no specific solution. The difference is subtle but vital. With the inclusion of more powers and a radically streamlined display that looks less cluttered, *Populous 2* comes from the rich gameplay family of *Populous* and *Powermonger*, but is the wealthiest of them all.

Populous 2 stands a top of the games Olympus. It has everything a game should offer: it's fast to play but provides a long-term challenge; it balances control speed with tactical depth in a way that hitherto looked impossible; while excellent effects and swift moving graphics ensure that *Populous 2* looks as good as it plays.

If you thought that your Amiga ran on mains power you're wrong. It was built to consume mana, vast amounts of it. Plug into the *Populous 2* circuit and feel these god-like abilities flow through the mouse and onto the screen. Bullfrog invented the god game as we know it and have brought the full force of their skills to bear in the sequel. Kiss your weekends goodbye, the game of the year is here!

Trenton Webb



The sleepy enemy encampment is disturbed by a column of fire. This ignites the trees and starts a forest fire.

The charred land must now be reworked before it can be built on. Ha!



Populous 2 Electronic Arts ■ £29.99

- The most eagerly anticipated game of the year delivers the goods.
- Furious and fast mouse work combines elegantly with tactics.
- Modem link mode allows some truly evil player games.
- 1,000 islands, 30 god powers and a host of vicious computer players!
- Undoubtedly the best game of 1991, treat yourself to a copy NOW!



Pick up a Bargain with Six of One, or Half a Dozen of the others...

Some of the GREATEST FULL PRICE SOFTWARE around for YOUR AMIGA... with a choice of THREE fantastic packs and all at SUPER LOW PRICES you'll love! If you buy one you'll SAVE A GOOD DEAL, and if you buy all three you'll SAVE A GREAT DEAL MORE!



GAME PACK 1:

Lotus Esprit Turbo £25.53
Silent Service £25.53
World Cup Italia'90 £25.53
Rick Dangerous 2 £25.53
Corporation £25.53
Double Dragon II £19.99
TOTAL VALUE: £147.64

WORTH NEARLY: **£150**

MERLIN'S '6 OF THE BEST' PRICE OF ONLY...

£29.99
(+£1.50 p&p)



GAME PACK 2:

Toyota Celica GT £25.53
Gunship £25.53
Ultimate Golf £25.53
Gazza II £25.53
Swiv £25.53
Test Drive 2 £30.64
TOTAL VALUE: £158.29

WORTH NEARLY: **£160**

MERLIN'S '6 OF THE BEST' PRICE OF ONLY...

£29.99
(+£1.50 p&p)



GAME PACK 3:

Turbo Outrun £25.53
Midwinter £30.64
Kick Off 2 £25.53
Days of Thunder £25.53
Populous £25.99
Gremlins 2 £25.53
TOTAL VALUE: £158.75

WORTH NEARLY: **£160**

MERLIN'S '6 OF THE BEST' PRICE OF ONLY...

£29.99
(+£1.50 p&p)

BUY GAMES PACKS 1, 2 & 3 TOGETHER AND SAVE EVEN MORE!!!

Only... **£84.99** (+£2.50 p&p)



TECNOPLUS

A great range of top quality peripherals for YOUR AMIGA and...some superb software!



- TecnoPlus External 3.5" Disk Drive **£79.99**
- TecnoPlus Ext. 3.5" Disk Drive with Speedball 2 and Gods software packs. **£89.99**
- TecnoPlus "TEAMSPO RTS" Pack, Adaptor and 4 Quickshot Deluxe Digital Joysticks plus great 4 player game software: Manchester United Europe & PRO Tennis!!! **£44.99**
- TecnoPlus replacement Mouse. **£19.99**
- TecnoPlus 512K AmiRAM upgrade with clock and Kick Off 2 (1Mb. game). **£49.99**
- TecnoPlus 512K AmiRAM upgrade (no clock), Dungeon Master & Chaos (1Mb). **£54.99**

TECNOPLUS



To order... Just phone our telesales office on 0602 441442 using your Access, Visa or Switch card or, send a cheque/postal order to the address shown below.

Your goods will be despatched on the day of clearance of payment (software by recorded delivery and Tecno Plus as requested: courier/post).

Should you require a courier service, this can be arranged at a cost of either £6 for two working days OR £7.50 for next working day deliveries.

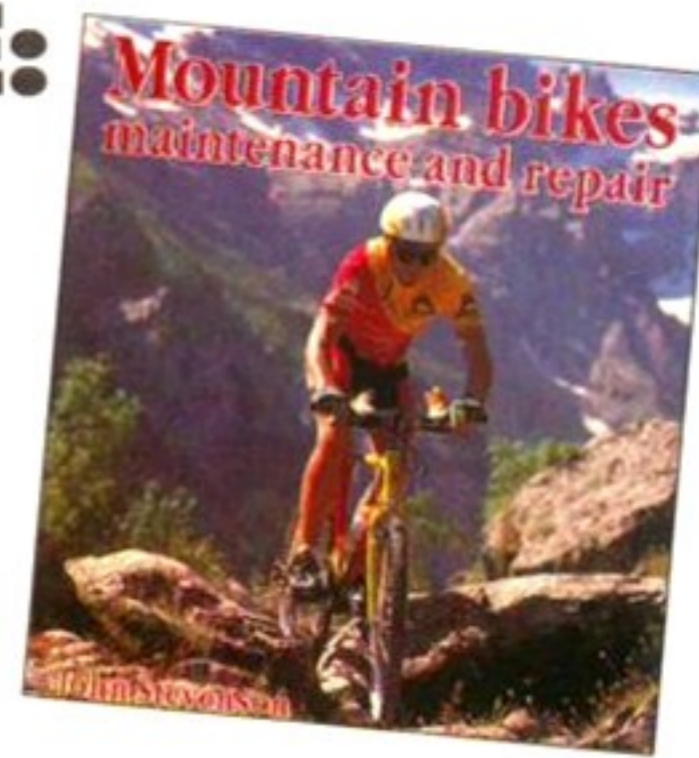
Software titles shown and marked (*) thus are not compatible with the new Amiga A500 Plus machine but are with the previous Amiga with operating system 1.2 or 1.3. (Please phone if you're not sure)

MERLIN EXPRESS LIMITED
UNIT C7, THE ROPEWALK INDUSTRIAL CENTRE,
STATION ROAD, ILKESTON, DERBYSHIRE. DE7 5HX.

24 HOURS ORDER LINE
TELEPHONE: 0602 441442
FACSIMILE ORDER LINE: 0602 440141

GRIME TIME: THE BOOK

MOUNTAIN BIKES: MAINTENANCE AND REPAIR



by John Stevenson

150 pages with over 130 photographs and illustrations

Yes, it's true, Deputy Editor of Mountain Biking UK, the man Stevenson has finally written a book. He reckons Mountain Bikes: Maintenance and Repair is the most useful workshop aid since the allen key, but then he would say that, wouldn't he?

Actually, it's packed with info on maintaining, repairing and upgrading your bike, clearly illustrated by cycling lens-god Graham Watson and MBUK photo ace Steve Behr. Mountain Bikes: Maintenance and Repair takes you through from fixing punctures to replacing forks and building wheels in John's usual, clear informative style, with step-by-step photos to guide you on your way.

Exploding the myth that you have to be genetically endowed with mechanical ability, John gives you all the instructions you need to maintain, repair or replace every component on your bike, helping you to tackle minor problems skilfully and even major ones with confidence. It's a must for all the mountain bikers who have ever wished they could have a knowledgeable mechanic at their side when they lift spanners and start work on their bikes.

The perfect Christmas pressie!



ORDER FORM

Please send me _____ copies of MOUNTAIN BIKES: MAINTENANCE AND REPAIR at £12.95 each plus £2.00 postage and packing. Cheques should be made payable to Springfield Books Ltd.

NAME:

ADDRESS:

POSTCODE:

Paying by Credit Card ACCESS AMEX VISA

EXPIRY DATE:

CARDHOLDERS NAME:

CARDHOLDERS ADDRESS:

SIG:

Now send this to:

SPRINGFIELD BOOKS, Norman Road, Denby Dale, Huddersfield, Yorkshire HD8 8TH.

Telephone orders 0484 864955. Fax orders 0484 865443



A slimy creature is threatening to take over the galaxy. Can you beat it into submission in your lonely space craft? Or will you just get involved in yet another scrolling shoot-em-up?

What kind of game shall we put together this time? How about a shoot-em-up? Yeah, all right. What about the graphics? We could do that horrible, slimy, genetic look. All right then. Now, we need a plot to cover slimy genetic monsters and shoot-em-ups. Aha...

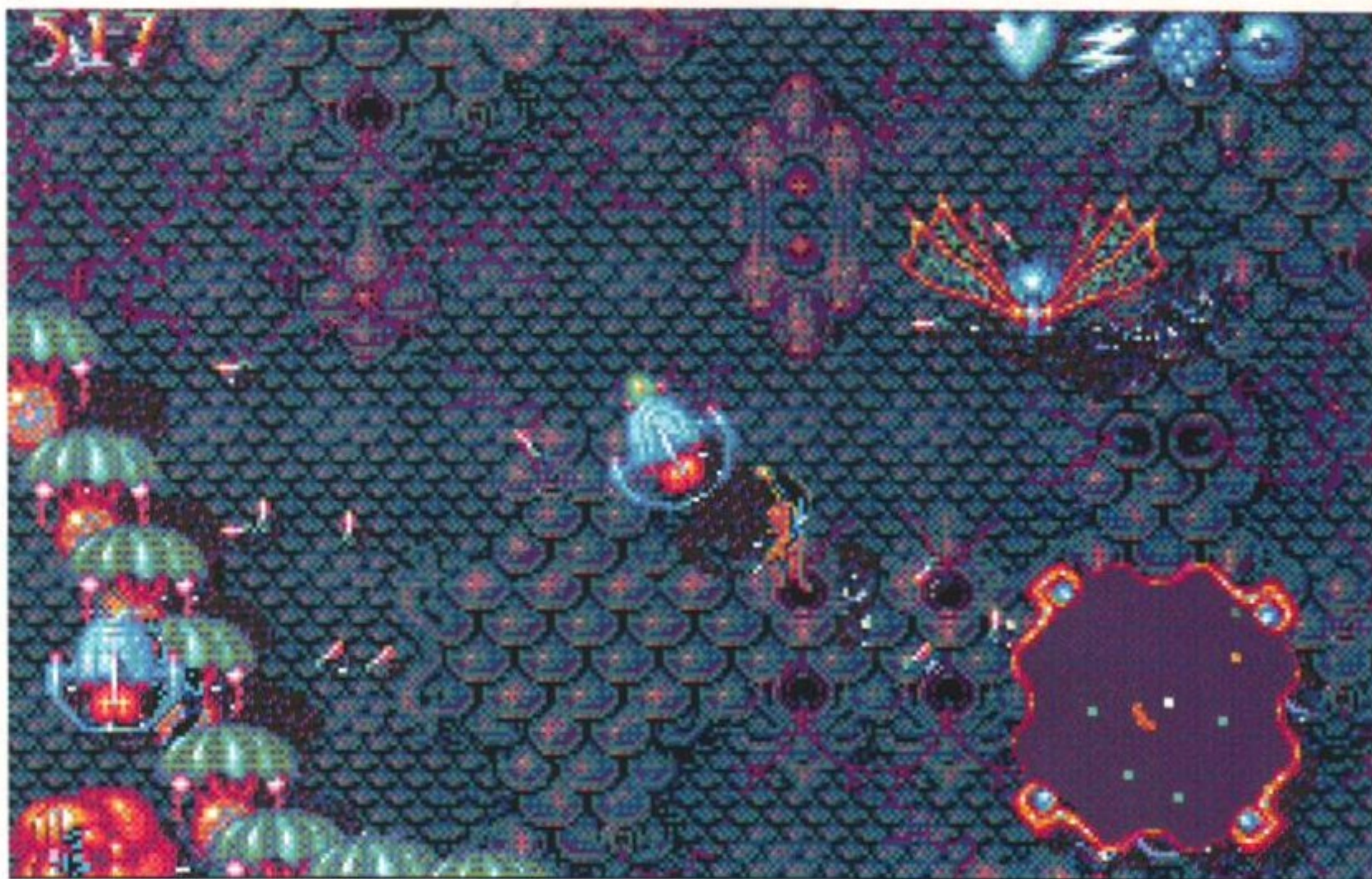
Deep in the heart of Galactic Centre, a strange organism is lurking, it's a strange genetic form feeding on the energy of the stars. Its name is Oncabloc.

Meanwhile, the Sapien inhabitants of the planet Terra have been spreading across the galaxy, assimilating the cultures and lifestyles of various planets into their own to form a galaxy-wide cross-cultural species. As their explorations took them to new parts of the system, they eventually penetrated the dust clouds of Galactic Centre.

Unfortunately Oncabloc was waiting. It had been watching the spread of the Sapien Empire and wished to absorb it into itself, harnessing the power of all the included species to become the most powerful organism in creation. Its ambition was realised all too late by the Sapiens, resulting in the most horrific and blood-thirsty attack ever seen in the Homegalaxy. It was decided that this would never be allowed to happen again, so the Elder Minds experimented with genetic weaponry to produce Amnios.

Genetic engineering

Amnios is a symbiotic structure combining state-of-the-art artificial intelligence comput-



A Humanoid has been picked up by Amnios, but that Snatcher looks as though he's about to get pretty darned tough! A quick zip to the Fathership is needed before things start to get ugly!

Amnios

ers and living genetic material. This, in effect, allows the engineers to build a 'living' spacecraft, which can be controlled by – and respond to – the mind and nervous system of a specially adapted pilot. A few brave volunteers stepped forward to take part in the Amnios project, they underwent mutations and intensive training to allow them to fly the experimental craft.

Eventually, it was decided that the Amnios project was perfected enough to launch an attack on the Oncabloc. The tiny ships were the only remaining hope of the Sentient galaxy. And so they were launched, along with a handful of 'Fatherships' to allow the rescue of humanoids captured by Oncabloc, and also to build weapons from genetic material taken from the cancerous

being. The fighters must either remove the humanoids from the organism, allowing the base ships to nuke the mothers into oblivion, or destroy enough of Oncabloc's living tissue to make it shut down.

As a last ditch attempt to protect itself, each portion of Oncabloc launches a twisted guardian to try and wipe out the Amnios ships. These too must be wiped out before the particular strain can be removed from Galactic centre. Once this has been achieved, the attack team must move onto the next spore, continuing their quest until the hideous culture has been completely eradicated."

What about that for a plot then? Naaah! That's far to pretentious!

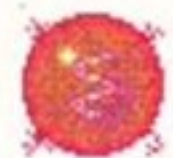
You play one of the pilots in the Amnios programme, flying into the Oncabloc to try

OUT OF THE SLIME

The Amnios ships have various elements that they must look out for in order to complete their mission. Here are a few of the more important elements:



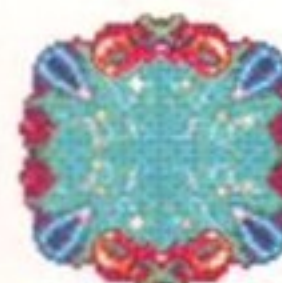
Snatchers - They guard the Humanoids and try to stop you from picking them up. Once you have rescued a Humanoid, its snatcher will then hunt you down.



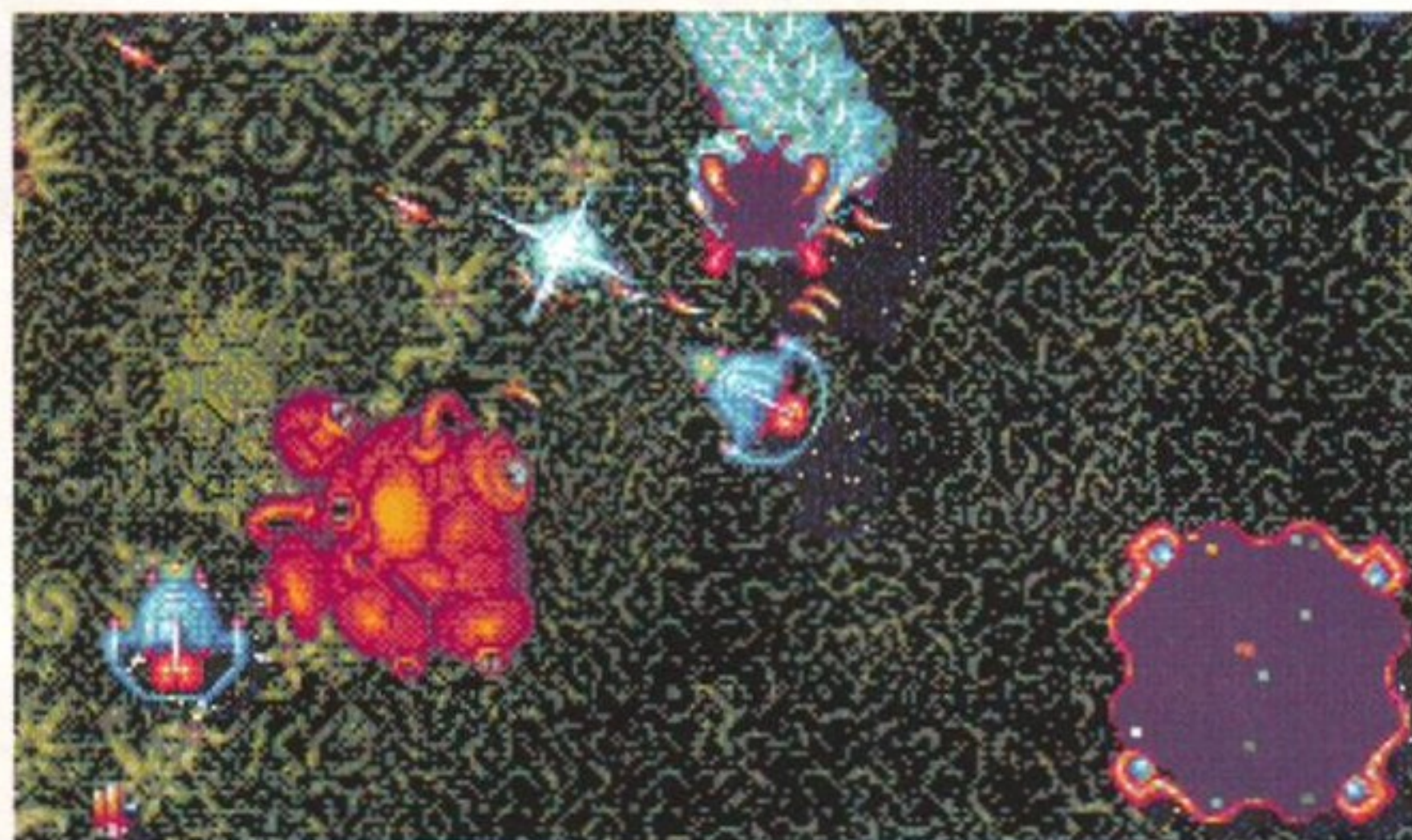
DNA Strands - These can be deposited on the fathership to produce weapons. The colour of the DNA strand refers to the type of weapon that they can produce.



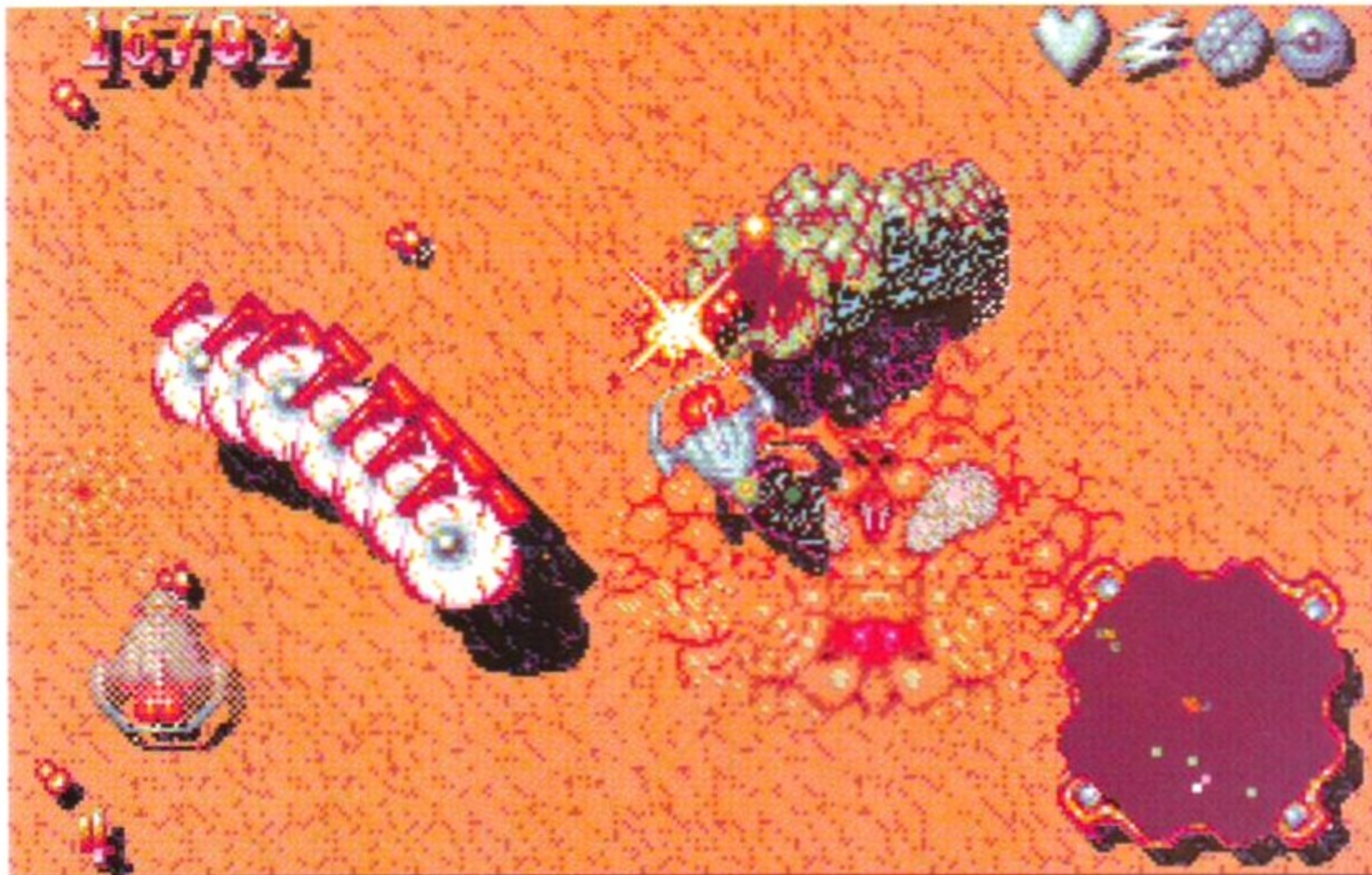
Humanoids - For the Sentients to launch an all-out attack on the Oncabloc, you must rescue the Humanoids and take them to the Fatherships.



Fatherships - These are the platforms where Humanoids are placed or DNA is turned into weapons. Each Fathership can hold one Humanoid and process one DNA strand at a time. Hovering over a Fathership will help you to replace lost energy.



Despite all that foliage, Oncabloc still has a number of body parts heaving and pulsating on the surface. This heart needs to be destroyed to take down Oncabloc's defences.



A deadly battle with a stream of eyeballs above a heaving mass of mutated skin and flesh. Sounds rather horrible to me, but if that's what people want in video games... then you're all sick!

and wipe out the deadly menace. The levels fall into three categories:

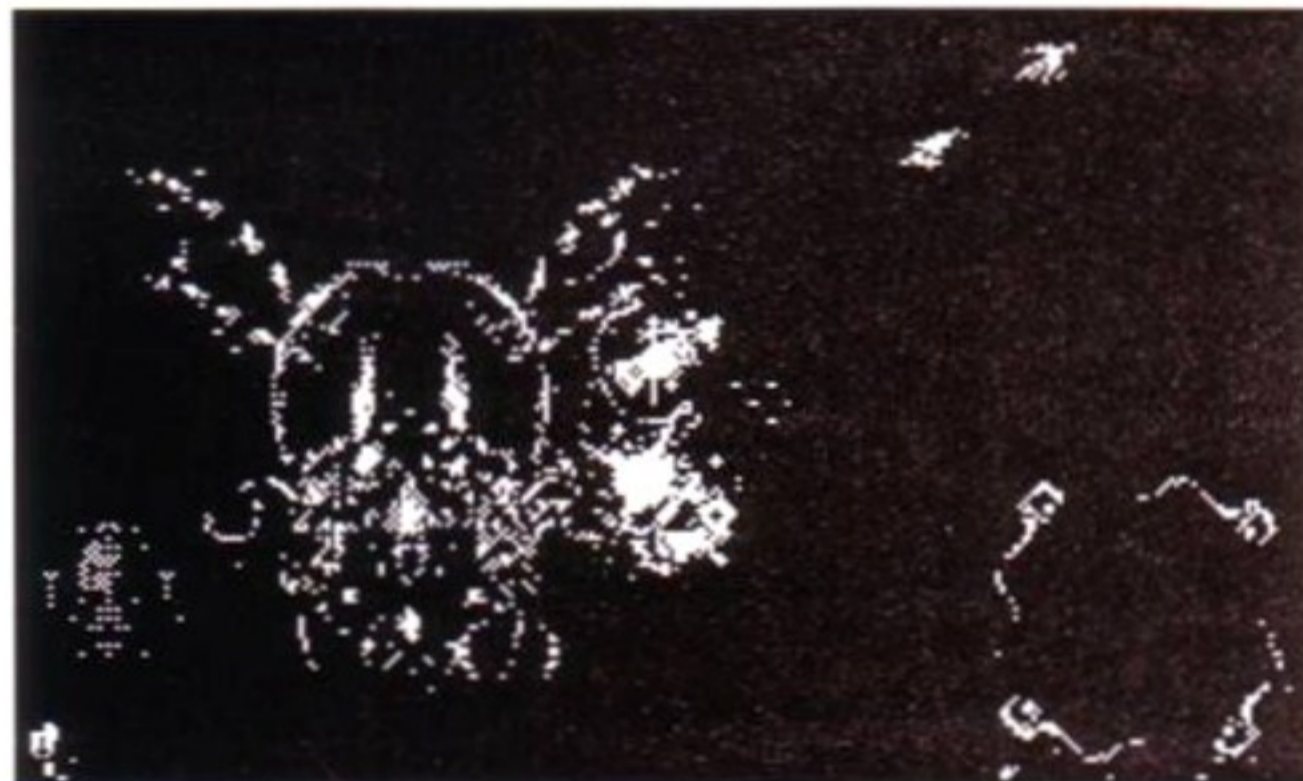
Squama – A scaly being with rocket-firing mouths and orifices.

Foliage – Various types of mutated plants sprout forth to attack your ship.

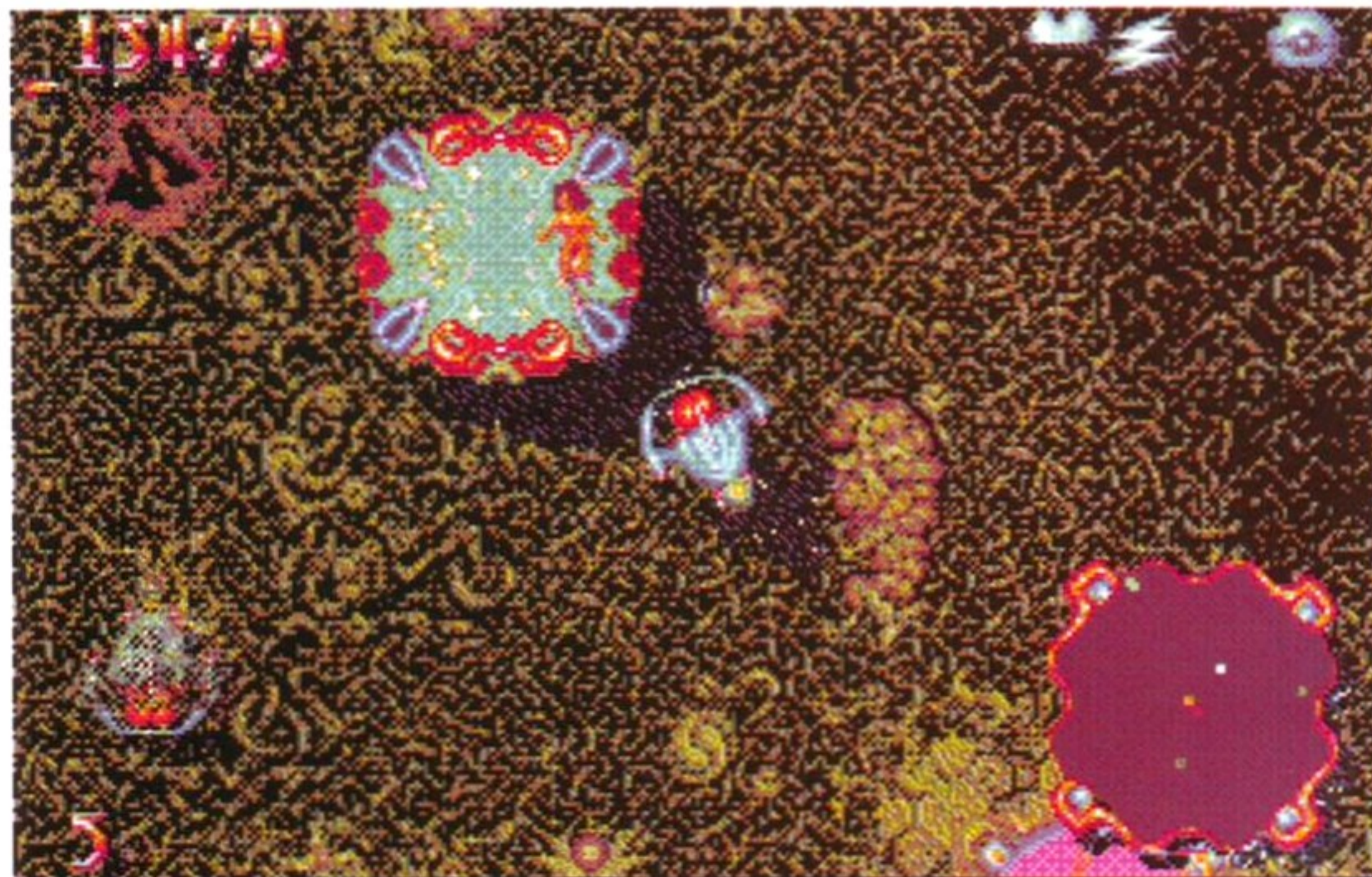
Epidermis – A large mass of skin and flesh with loads of eyes, mouths and limbs to try and catch you.

Have DNA, will battle

Each level has a number of body parts, including eyes, brains, hearts and other living tissue. Destroying eyes stops Oncabloc from tracking you, while wiping out brains and hearts reduces its ability to defend itself. If you



The presence of the guardian means that this particular strain of Oncabloc is on its last legs... or pincers... or tentacles... or... well whatever appendages it happens to have this time around!



A Humanoid and a DNA strand have been dumped onto a Fathership. So that's one rescue completed and a weapon in the labs under construction. That should make the battle a little easier in future.

manage to destroy a large enough percentage of these body parts, or rescue all the humanoids, you must then face the guardian before moving on to the next part of the organism. And... er... that's about it.

What little germs are made of

Amnios is a nice-looking game, if you can call well-drawn and animated hideous genetic mutations nice that is (and you can't – Ed), but that's about where the appeal ends. The control of the Amnios craft itself is very unruly – the momentum and rather-too-wide turning circle make dodging bullets almost impossible, and the only way to restore energy is to try and hover over a Fathership.

This would be all very well if they didn't try and dodge you as you approached them!

The levels are all very similar, reducing the long-term appeal of the game by a substantial amount

Although the designers have tried to put as much diversity into the game as they possibly can, the end result is just far too confusing to get a proper grip on. Even when you have figured out, after several hours, what the hell you are meant to be doing. The levels are all incredibly similar, reducing the long-term appeal of the game by a substantial amount.

Shoot-em-ups with genetic-style graphics are pretty old hat these days, but slapping on the most incredibly pretentious plot in place of interesting gameplay just doesn't make for an innovative product. What's needed is fluid joystick control and some absorbing gameplay, two points which Amnios unfortunately lacks. If the idea behind the various game elements had been properly executed, then Amnios would have been interesting, but they haven't, so it's not.

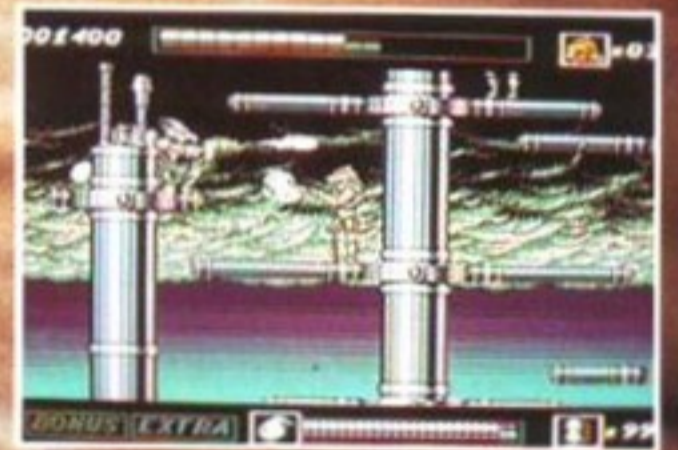
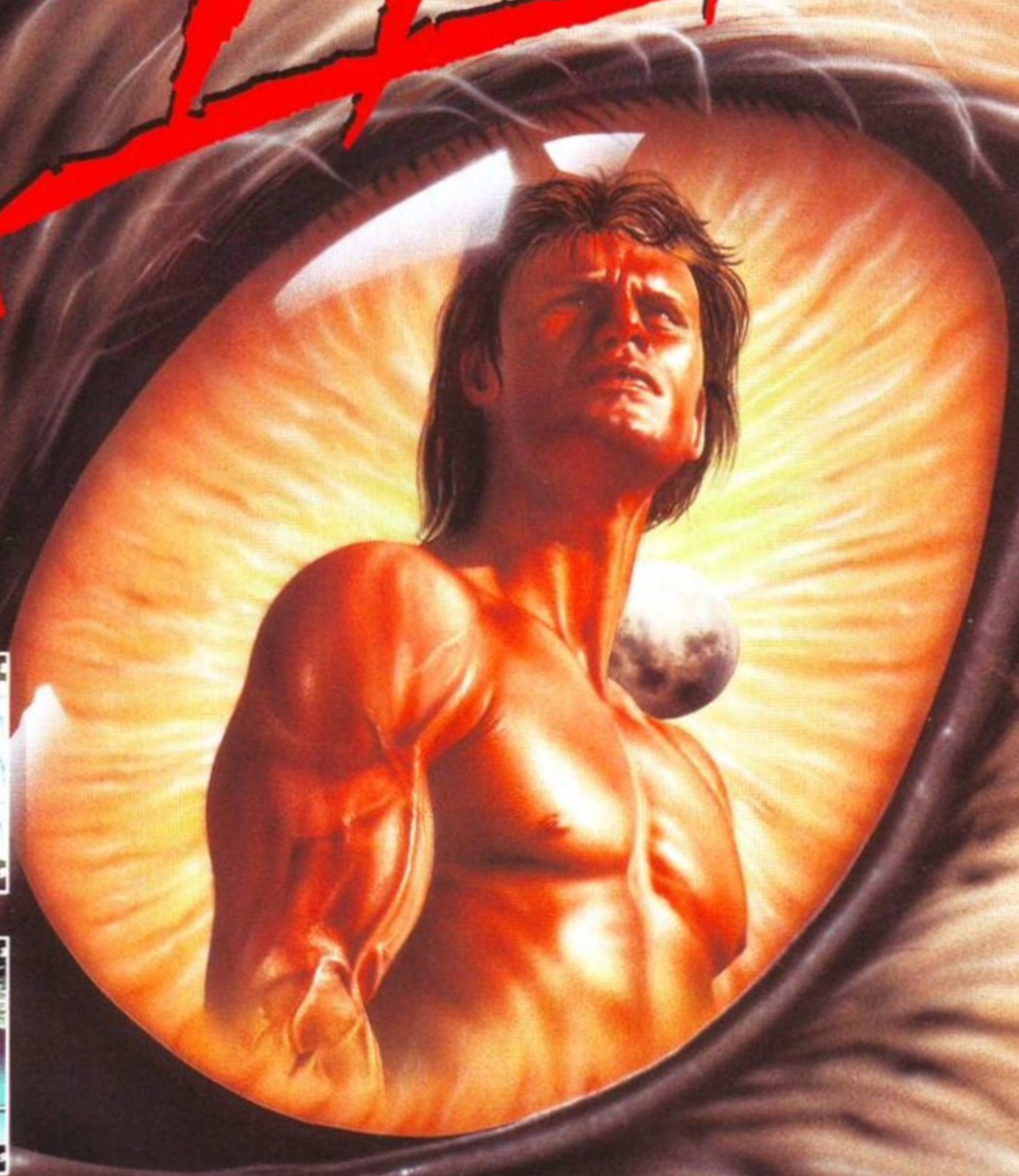
Maff Evans ☹

Amnios
Psygnosis ■ £25.99

- Gruesome graphics with plenty of colour give the game a suitably 'ecccugh' look.
- The dodgy control makes flying the missions incredibly frustrating at times.
- All the levels are remarkably similar, and doesn't encourage you on to keep playing to the higher stages.
- The strategy elements are overpowered by the difficult and rather irritating shoot-em-up elements.
- A nice idea which hasn't been implemented to its full potential... at all.

Verdict 61%

WOLFCHILD



Wolf Child – An arcade adventure featuring super smooth 360° multi parallax scrolling. Played through five levels and featuring over three hundred screens, you must reactivate the secret research programme **PROJECT WOLFCHILD** to annihilate the evil forces of the **CHIMERA** organisation.

AVAILABLE ON
COMMODORE AMIGA,
ATARI ST AND IBM PC
COMPATIBLES

CORE
DESIGN LIMITED

SCREEN SHOTS TAKEN
FROM AMIGA VERSION



Tradewinds House 69/71A Ashbourne Road Derby DE3 3FS Telephone: (0332) 297797 Facsimile: (0332) 381511



Carry on *Slaughtering* should be the sub-title for *Deathbringer*. It's a camped up, sword-wielding, monster-slaying romp with Karn the Barbarian and his magic sword Abaddon. It's awash with swish parallax and evil end-of-level baddies, it's a Michael Moorcock adventure that's just made for Children's BBC: good clean fun with weird overtones. A mixed bag of ideas and images it maybe, but there's potential here for one of the best hack and slashers of the season.

Deathbringer has echoes of the Elric tales, as told by the Hawkwind novelist Michael Moorcock. These darker fantasy elements of soul stealing have been taken firmly by the wit and made fun. The game stars Karn, a barbarian of little brain but a great reputation, and his soul-stealing sword, Abaddon. Together they form a pokey tag team - most of the time.

Karn is a run-of-the-mill, loincloth-wearing barbarian with a standard energy limit that's whittled down by enemy attacks. Abaddon is another kettle of worms altogether.

Abaddon was a demon wizard and he has now turned himself into a blade to steal souls. The sword has retained the intelligence and bad habits of the original Abby. So when Karn uses Abby to kill someone, the sword gets to keep the soul. If the sword is filled to overflowing then he gives Karn the extra souls back as fresh life energy.

This relationship works fine when there are plenty of victims, but if Abby starts to hunger for a soul food-snack, and Karn can't top someone then the sword will start to steal Karn's life power. If the sword gets empty, then it just ups the hilt and impales the barbarian. Not that the lack of soul input is always Karn's fault - undead foes for instance have no soul to steal - and that's where the game lies. Keeping Abby happy and Karn alive.



Curious creatures abound in the weird world of *Deathbringer*. They all have to be slain regardless of how silly they look.

To win, Karn must find the Inner Sanctum of the Society for Creative Armageddon. The road there is a twisted and convoluted one that leads through fire, ice, earth and dungeon levels. Karn must proceed, fighting anyone in sight and then trouncing the guardians at the end of each level.

Guardians live at both ends of each road because *Deathbringer* introduces a wonderfully weird interconnecting map system. Karn enters each new level somewhere near the centre and therefore has a choice as to which way he goes. There's no right way, just longer and shorter routes, just as there are easier and tougher ones. Each different style of level and each specific level itself, has its own mix of combat intensity and distance to travel.

Combined, the map system, need for souls and avoiding combat damage sets the game's

End of level guys are *Deathbringer's* speciality. They come in many flavours, but the giants are some of the hardest to kill. The trick is finding the right place to stand while hacking them limb from limb, an act made all the more difficult by the remote feel of the joystick control. They are still well killable though, regardless of the handicaps.



Deathbringer



Karn the Barbarian introduces an ogre to his magic sword: Abaddon. The sword steals souls and demands plenty of kills - or it turns on its master and kills Karn. Now that's what's known as an offensive weapon.

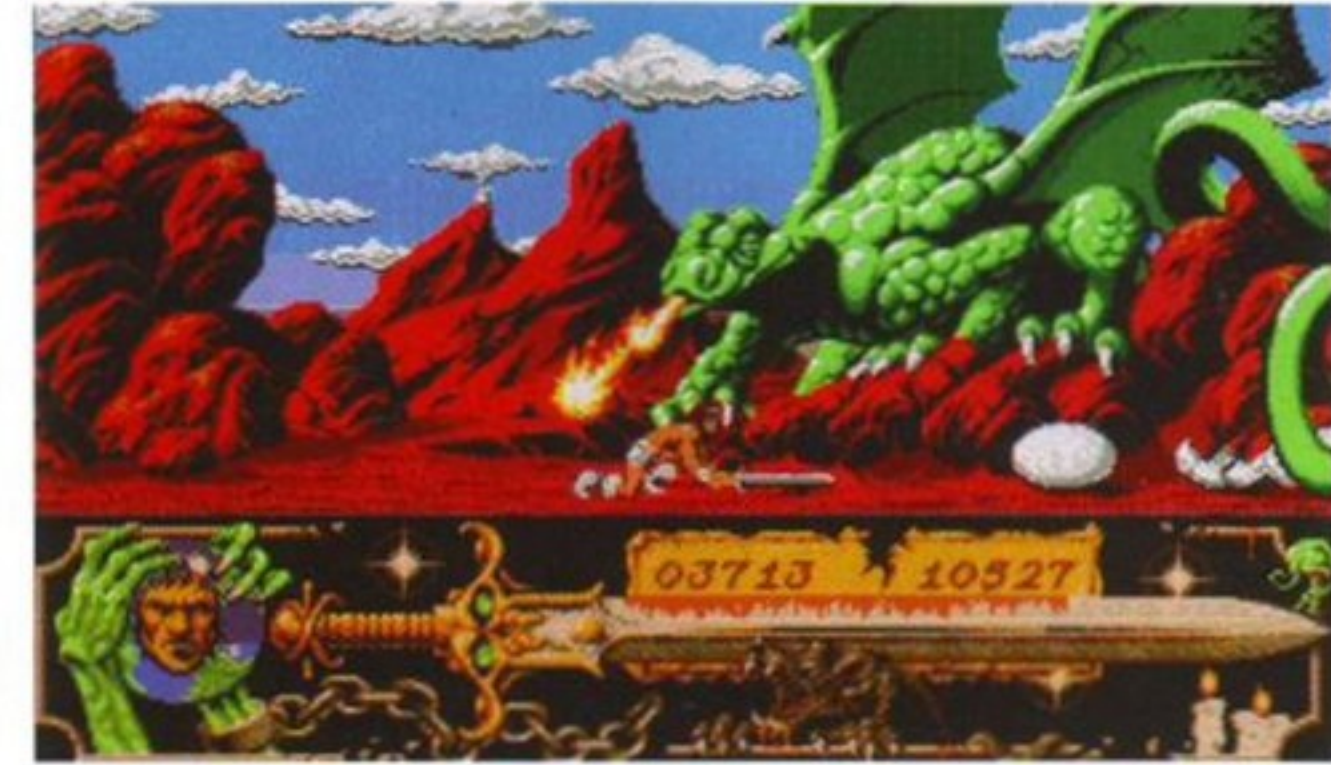
tension. Maintaining a health and soul balance is difficult but essential if you want to see Karn get shot of his sword as well as the wizards at the end of this trial.

Scary monsters?

All the dark trappings used to manufacture the plot are neatly ridiculed by the graphics. The action takes place over a smooth parallax background while silly monsters attack in daft ways. At the end of each level well drawn big guys prove that looks can kill by being as deadly as they are pretty. While Karn himself runs in a high knee, camped-up fashion - Conan he is not! *Deathbringer* uses sword and sorcery elements to create plot but it doesn't have its gameplay terms dictated by them.

The slickness of the graphics - particularly the smart tiled parallax - do have the

This dragon's a wimp. Just duck underneath his fiery breath and then pop up to cleave him in the head. Or that's the theory!



unfortunate effect of bringing the game's weakest element into sharp focus. Karn, you see, is an uncontrollable lout. He does what you tell him, eventually, but never immediately. There's a minute delay between the joystick initiation of an action and its enaction on screen. A running Karn has to be stopped a step early for combat, sword strokes in battle have to be anticipated and cannot be reaction based. The time lag is tolerable, and predictable, so it can be built into your game plan. But when the going gets tough it annoys, as the early promise is squandered.

Light relief

Deathbringer is fun as it brings a much needed lighter tone to the hack-and-slash genre - which generally takes itself far too seriously. Graphically, it does the business and the parallax is good enough to be worth mentioning three times in one review. As a game though, the lag between joystick movement and on-screen action takes it out of the major league. *Deathbringer* revives a flagging genre, its no classic but the clever balance between sword and warrior, all mixed-up in the weird maps make it worth a hack.

Trenton Webb ☺

Deathbringer Empire ■ £25.99

- Sweet parallax effects give it grace.
- Good gameplay balance between soul stealing sword and a very mortal warrior.
- Innovative mapping system is hard to get your head around but is worth exploring.
- Time lag between 'stick commands and sprite reaction makes life tough.
- A novel visit to a sword and sorcery land, one with humour!

Verdict 71%



Finish this monkey off and it's on to level two for more of (practically) the same. He's not that tough really, nothing that a few well-aimed cannon balls won't sort out.

collect gets put towards your next power-up. If you can collect an extra four then you are allowed to claim a better weapon. If you're after a smart bomb for example, simply wait until you've the requisite number of shells, then press fire and crouch. Your eyes go red and you're all tooled up. Next time you press the fire-button, a smart bomb decimates all around you. Just like that.

...and on, and on, and on

The baddies appear in various guises, each one is particularly vulnerable to a particular weapon. Learning which weapon corresponds to which Achilles' heel is not always enough though, often you have too many or not enough shells at your disposal at the relevant moment. But then again you can always opt to spend your shells on extra energy after a really

Under Pressure

AMIGA FORMAT

88

JANUARY 1992

BIG sprites, that's what you will find here. Unfortunately, not much more can be said about them though. The bad guys have captured your gorgeous galactic gal (coo!) and to make matters worse, have imprisoned you in an ED-209-style robo-suit. And what a robo-suit it is.

It resembles a rather disastrous cross between Max Wall and Wayne Sleep, and it is now your sorry lot to plod, leap and *pas de deux* your way through three levels of baddie-infested wasteland in search of your gal. You have to pick up different weapons, learn how to beat the bosses and try and blast your way through 57 varieties (well, almost) of extra-terrestrial hard nuts.

The dance goes on...

The action is the standard left-to-right platform scroller, with occasional route deviations in the form of (semi-irrelevant) lifts and (completely irrelevant) teleports. Sometimes you walk up hills, and other times you have to bunny-hop down steps. But there's no chance of you losing your way - everything you need to find is scrolled block-by-block into your monotonous path. Doors open and shut, bridges give way under metallic size twelves



Now you're cooking - let's hear it for a ripple laser! Just one of the power-ups at your disposal, but should you have saved just another four shells and got yourself something even better?

and laser beams sizzle unconvincingly across your path. There's *almost* enough to provide a challenge if only it weren't all so painfully slow (BIG sprites, remember) and if it weren't for the fact that it's possible to complete the lion's share of stage one with your thumb glued to the fire-button, your joystick stuck 'right' and your eyes firmly shut.

As you destroy the bad guys, they release shells (the sea variety). Scattered along the bottom of the screen you'll find a whole Argos catalogue of weapons, and in this game - seashells mean power-ups. Every shell you

hard-fought skirmish. The graphics on the whole could really have been quite good, but sadly there are a couple of glaring glitches that just ooze laziness.

While going up and down in the lift, there's no sign of movement (both background and foreground stay rooted to the spot) until all of a sudden the floor appears. The same occurs while falling to your doom. Also, the scrolling while jumping is all too often disconcertingly haphazard. But the real problem is the game's pace - it's just all too slow.

The whole business of rescuing girlfriends out of the evil clutches of should be fraught with tension and excitement. But both the comical animation of your hero and the hiss-whirr-clunk sound effects leave you worrying more about rusting to an undignified halt, than of the glorious liberation of your loved one.

Really and truly, *Under Pressure* is a bit tedious, monotonous and just a little bit unconvincing. It is a game that can only come unreservedly recommended as an ideal Xmas gift for practical jokers.

Neil West

PLANES, TRAINS AND AUTOMOBILES

Well, bridges, lifts and teleports actually. Your robo-suited character is ushered around the levels in a set route, with token novelty gestures thrown in to relieve your otherwise monotonous trudge from left to right.



Just keep walking and shooting. Don't worry about the collapsing bridge, you've got plenty of time. And the stationary, practically unarmed and to-all-intents-and-purposes feeble dragon will be dead long before you reach it.



Just look at those pointy toes! Wayne Sleep would be proud of you. Shoot out that light bulb and the lift platform (below you) is kicked into life. You have to jump on it a bit to get the lift working, but like all machines, thumping does the trick.



Crouch down in the teleport and you're off. A whole load of bubbles appear and you're whizzed to your next destination. Serves no purpose and adds nothing to the game. It pays to take them to save the shoe leather - or at least shoe metal!

Under Pressure Electronic Zoo ■ £24.99

- BIIIIIG sprites. They really are quite large.
- But this slows the pace right down to a sleep-inducing crawl.
- Uninventive game design really doesn't help relieve the snail-like pace.
- No restart points, frustratingly putting you back to the start of each level every time that a life is lost.
- The flaws in the graphics irreparably undermine any credibility that the game may otherwise have deserved.

Verdict **45%**

Sullivan Bluth Presents

SPACE ACE II: BORF'S REVENGE™

Sullivan Bluth Presents
**SPACE ACE II:
BORF'S REVENGE™**



**BORF'S BACK
WITH A VENGEANCE...**

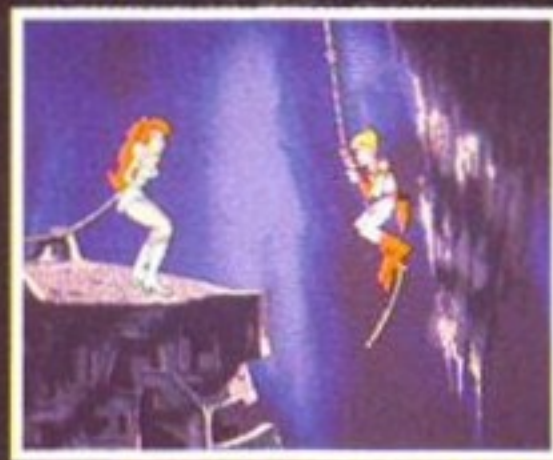
IBM VGA Screens Shown



Just when you thought Earth was safe from the evil Commander Borf, his little henchmen, The Goons, have blasted Borf with the Infanto Ray a second time returning him to his full age - and evil. Lead Ace through battles with the goons and Borf's other allies until you encounter the evil Commander himself in the ultimate battle for the universe.

Space Ace II: Borf's Revenge brings the classical animation style of Don Bluth to the computer format featuring over five megabytes of full screen animation, digitized sound and new animations not included on the original Space Ace laser disc.

Available for IBM PC™ and Compatibles, Amiga™, Atari ST™ and Macintosh®.



"Space Ace" is a registered trademark of Bluth Group, Ltd. ©1989 "Space Ace II: Borf's Revenge" is a trademark owned by Sullivan Bluth Interactive Media, Inc. ©1991 Sullivan Bluth Interactive Media, Inc. used under license from Sullivan Bluth Interactive Media, Inc. Character Designs ©1983 Don Bluth. ©1989 all audio, visuals and concept - Sullivan Bluth Interactive Media, Inc. ALL RIGHTS RESERVED; Programming ©1991 ReadySoft Incorporated.

Amiga, Atari ST and IBM are trademarks respectively of Commodore International, Atari Corporation and International Business Machines. Macintosh is a registered trademark of Apple Computer Inc.



No fight history, no run-down of each fighter's strengths and weaknesses - not even each fighter's individual statistics. The different boxers are to all intent and purposes merely anonymous lumps of muscle.

So you wanna be a boxer? Well now Storm offer you the chance to be a contender. Start at the bottom of the world rankings, take on all comers and take a shot at the championship. The only element of the fighter's story missing is the appearance as the dame in a low-budget pantomime after everything's gone horribly wrong.

But that's just the fate of no-hopers. You, my budding hero, have a whole glistening

Graphics are big and the sound effects are particularly gruesome - but that's your lot.

career in front of you. There's no-one's going to catch you in an oversize pinafore, false eyelashes and a pair of comedy breasts - you can do aftershave adverts instead.

There are two modes of play; knockout and league. Knockout merely pits you against a random selection of opponents - just keep on pummelling different fighters until sooner or later you get pummelled yourself. There's a certain amount of challenge to be found in seeing how many fights you can go without a loss, but basically this just prepares you for the real championship - the nine-week league.

There are ten fighters of differing shapes and sizes (actually that's a lie -they're all built like tower-blocks. But they do have different haircuts) and you can pick any one of them to be your young hopeful. It's now your unenviable job, in your newly acquired bulging-body, to take on a new opponent once a week. Win,



The ref stands back, a bell rings and it's seconds away, round one. You can alter the number and the length of rounds, we've gone for a quick three one-minute round match. Our man Demon Dave (the bald one on the right) gets straight in with a jab. And then another, and another, and another...

Final Blow

lose or draw - it's then on to week two (and so on) until by the ninth week you've fought all the other sluggers.

Earn three points for a victory, one point for a draw and leave empty handed if you end up as canvas fodder. The league table is updated each week and your stats are displayed for all to see. As time progresses, it quickly becomes apparent that some of the guys out there are better than others. Some weeks you take on nancies, some weeks you take on wimps - yes, they're all ridiculously easy to beat, but more of that later.

Either way, the bout unfolds the same way each fight. Click your joystick to tell Cecil (well, what do you call your Amiga?) that you've had enough of the statistics sheet thank you very much, and that yes - you're simply itching to get on with it. A whirr-clunk from your disk drive tells you that your next

pixillated victim is entering the stadium, the fight-screen scrolls down, revealing two bulging fighters and the ref. Both ugly lumps of pulsating manhood punch the air, the ref stands back and it's seconds away...

Now the fun starts. There are two methods of fighting, and a survey of various people around the office came to the unanimous conclusion that one of these methods is distinctly more likely to prove successful than the other. But in true fight-night style, before announcing the winner let's introduce the contestants. Over to our ringside host, Larry:

In the red corner, Method One...

"Thank you, and good evening fight-fans. Straight into the ring we have the 'Diligently learning and implementing all the moves, keeping your guard up when necessary and a

STORM WORLD HEAVYWEIGHT LEAGUE TABLE

PLAYER'S NAMES	LP	WO	LO	DR	KO	PTS
KING JASON	0	0	0	0	0	0
FERNANDO GOMEZ	2	0	0	0	0	0
DYWABITE JOE	3	0	0	0	0	0
DETROIT MIU	4	0	0	0	0	0
KID WANG	5	0	0	0	0	0
KOUSHI KEU	6	0	0	0	0	0
COOL SHAUN	7	0	0	0	0	0
KID STEVE	8	0	0	0	0	0
DEMON DAVE	9	0	0	0	0	0
WALTER BEN	10	0	0	0	0	0

WEEK 1

STORM WORLD HEAVYWEIGHT LEAGUE TABLE

PLAYER'S NAMES	LP	WO	LO	DR	KO	PTS
WALTER BEN	2	4	0	0	0	48
COOL SHAUN	3	4	0	0	0	45
KING JASON	4	3	2	0	0	30
KID STEVE	5	3	2	0	0	30
KID WANG	6	2	3	0	0	20
KOUSHI KEU	7	2	3	0	0	20
FERNANDO GOMEZ	8	1	4	0	0	88
DETROIT MIU	9	2	4	0	0	30
DYWABITE JOE	10	0	5	0	0	15

WEEK 6

As the league progresses, some fighters fare better than others. A quick look at the stats should in theory tell you how tough your next fight will be. On the left here it's week one of the league and all the boxers are level pegging. But as you can see from above, after six weeks, Demon Dave (hurrah!) and Cool Shaun (booo!) are heading the field. Only three more weeks to go...



Just look at the ref! "Give me sunshine!... etc". He's not really doing a quick hot-shoe-shuffle, but whatever it was it was enough to put off old Demon Dave - he's taken one right on the chin. But it wasn't enough to stop our man. A few more well-placed jabs and it's match over - an easy win to player one.

A boxer's life isn't all box, box, box. Well it is in Storm's arcade conversion, and it manages to make even the weediest of our reviewers look muscular. The last blow could be the final straw.

lot of fancy footwork ' method. With all of the five different punches mastered: the upper cut; the swing punch; low and high long punches and a lean-back jab at his disposal, this boy (who has become known as 'Technical Excellence') has got to be the hot favourite.

He can raise his guard or lower it, he can duck and even jump - as well as shuffling backwards and forwards as professionally as I've ever seen it done. He can read his opponent's moves and react to them. When his opponent aims high, his guard can cover it. When his opponent slips up, then Technical Excellence has the weaponry to get in there and really hit him hard. Surely he can't fail."

...and in the blue corner, Method Two!

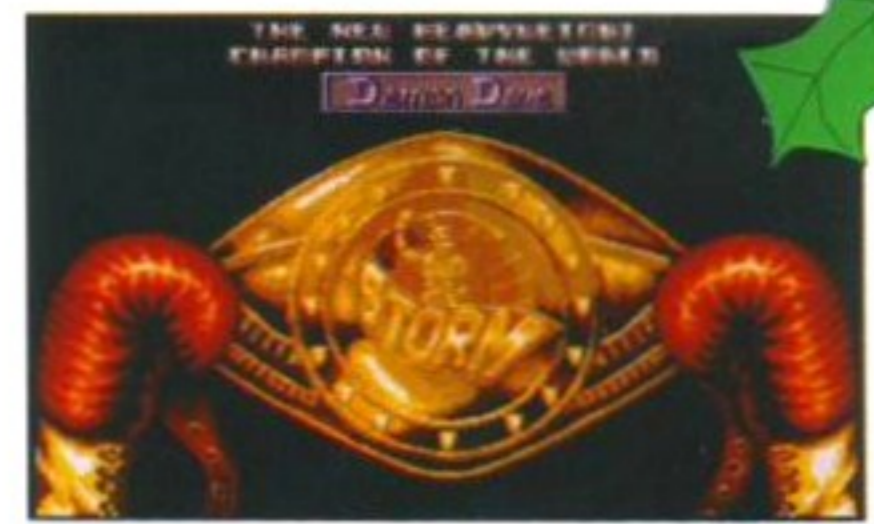
"Well, Technical Excellence would seem to have this match sewn up before his opponent's

even entered the ring. But here his opponent comes - unconcerned and looking decidedly confident - and what a strange looking chap he is! He's going under the name of the 'Putting your joystick on auto-fire and making a cup of tea or reading a book or something' method. Quite remarkable."

And the winner?

OK, so no prizes for guessing the winner of this bout. Yes, your good old faithful auto-fire button will safely see you through all nine fights to collecting the World Championship crown. Yes, we're serious - but are Storm? How can such a simple game (there are no skill factors, training sessions, management decisions, choices of opponent or player development) afford to be so remarkably easy?

The answer is, it can't. Final Blow is fundamentally flawed from the outset. Any game



The champion's belt is now yours to mix-n-match with whatever else you may have in the wardrobe. Is there now a new tougher challenge? Unfortunately not. The game restarts itself and it's back to square one.

that can be finished on the first attempt in such a ridiculous fashion (the cup of tea bit wasn't a joke) doesn't deserve to be put within 100 miles of your Amiga. OK, so you could try the 'Technical Excellence' approach. But the animation is so haphazard and jerky any attempt to fight a skillful bout inevitably ends in failure, and soon degenerates back to a pummelling-the-fire-button-through-the-floor approach. There's no reward for thoughtful play, due largely to the fact that your opponent refuses to stand still long enough for you to hit him. The action is brawlish, frantic and ultimately frustrating.

This also scuppers what could have been the game's one saving grace - the two-player option. With so little skill involved and certain victory just an incy-wincy auto-fire switch away, there's no way that even the most ardent of boxing fans will enjoy this for long.

Final Blow seems doomed as a project. A while ago it was released for the Sega Mega Drive. It's only claim-to-fame then was as perhaps the worst-timed licensed product ever. The name James 'Buster' Douglas Boxing (presumably a licence signed after he somehow managed to beat Mike Tyson) was a whacking 200lb albatross by the time the game actually reached the shops. The Amiga version repairs none of this damage.

The graphics are big and colourful and the sound effects are particularly gruesome - but that's your lot. Jerky (hence reading your opponent's moves becomes impossible) animation, zero depth and flawed gameplay. It could have been a contender, but is stopped in the first round by a technical knockout. Anyone fancy some aftershave?

Neil West ☺

TEN GOOD REASONS WHY NOT TO TAKE UP BOXING

The good, the bad, the ugly and more besides. Chose to play any one of these 10 chaps (some are better than others) then spend the next nine weeks beating the living daylight out of all the others. Complicated game, boxing.



Cool Shaun



Demon Dave



Detroit Kid



Dynamite Joe



Fernando Gomez



Kid Steve



Killer Ken



Kim Nang



King Jason



Krusha Kev

Final Blow Storm ■ £25.99

- All gloss, no game. Another good reason to keep arcade games in the arcade.
- Flawed gameplay makes any attempt to introduce a modicum of skill to the proceedings simply impossible.
- Jerky animation lets down the otherwise respectable graphics.
- Can be finished on the first attempt with your eyes closed!

(Verdict) 43%

THE NO. 1 ARCADE COIN-OP HIT.

PIT-FIGHTER

TM



SELECT YOUR FIGHTER

BUZZ ICE PINK WRESTLER HT 6'2" WT 220 - FURY - BODY SLAM - HEAD BUTT - PILEDRIVER	TY KICKBOXING CHAMPION HT 5'11" WT 190 - AGILITY - SPIN KICK - FLYING KICK - ROUNDHOUSE	KATO DEED DEGREE BLACK BELT HT 5'9" WT 170 - SPEED - COMBO PUNCH - FLIP KICK - BACKHAND



AMIGA SCREENSHOTS



Welcome to the meanest, toughest way of making a living!
 Enter the World of Pitfighting - fighting for money.
 Do you rate your chances in a free for all, no holds barred bare knuckle fight?
 You'll have to face thugs like The Executioner, Heavy Metal and Chain Man Eddie.
 Use every form of fighting - martial arts, kickboxing, stab with knives, throw bar stools, beer kegs and anything else you can lay your hands on.
 Remember you're never safe - even from the crowd - get thrown into them and you may never come out alive.
 Incredible graphics, digitised from real fighters, and amazing real time sprite scaling, bring you the perfect conversion of Atari's No. 1 Arcade Hit.
 You'll never tire of this brutally addictive game!!



DOMARK
TENGEN

© 1991 Tengen Inc. All Rights Reserved.™ Atari Games Corporation.
 Programmed by Teque London.
 Artwork and Packaging © Domark Group Ltd.
 Published by Domark Software.. Ltd, Ferry House,
 51-57 Lacy Road, London SW15 1PR

Special offers Special offers Special offers

UPTO 90% OFF YOUR CURRENT RIBBON PRICES

In 1989 Western Europeans threw away over **128 million** printer ribbons. They weighed over **9,000 tonnes** in total and would reach **right around the world** if laid end to end. A used ribbon cartridge is being thrown away somewhere in the UK **every second** of every day.

You can help put an end to this environmental waste and save some money at the same time thanks to **RE-INK**, a revolutionary new spray which brings new life to exhausted fabric printer ribbons.

RE-INK is cost effective and simple to use. Simply open up your plastic ribbon cartridge, spray a few squirts of **RE-INK's** special ink and lubricant formula and your ribbon is as good as new – sometimes even better!



**BEST OF ALL,
RE-INK IS
AVAILABLE IN THIS
SPECIAL READER
OFFER FOR ONLY**

£12.95

AVAILABLE FROM MD OFFICE SUPPLIES

- ★ **RE-INK** will save up to **90%** on what you currently spend on new ribbons
- ★ **RE-INK** – treated ribbons give **clearer, blacker** print than new ribbons
- ★ **RE-INK** is a very **high quality ink** – no blotchy or patchy ink
- ★ **RE-INK** is universal – it works with **all** fabric ribbons
- ★ **RE-INK** can extend the life of your printer with its special **lubricant oils**

DISKETTES

Specialists for over 3 years supplying Education, Government, home user, quality, reliability, value for money.

YOU SIMPLY CANNOT BUY BETTER

<p>3.5 DOUBLE SIDED DOUBLE DENSITY</p> <p>50 DSDD 3.5 Plus deluxe storage box only...£29.95 100 DSDD 3.5 Plus deluxe storage box only...£44.95</p> <p>This Months Special 200 DSDD 3.5 Plus 2 deluxe storage boxes only...£74.95</p>	<p>5.25 DOUBLE SIDED DOUBLE DENSITY</p> <p>50 DSDD 5.25 Plus deluxe storage box only...£19.95 100 DSDD 5.25 Plus deluxe storage box only...£29.95 200 DSDD 5.25 Plus 2 deluxe storage boxes only...£49.95</p>
<p>5.25 DOUBLE SIDED HIGH DENSITY</p> <p>30 DSHD 5.25 Plus deluxe storage box£16.95 50 DSHD 5.25 Plus deluxe storage box£27.95 100 DSHD 5.25 Plus deluxe storage box only£39.95</p>	<p>3.5 DOUBLE SIDED HIGH DENSITY</p> <p>10 DSHD 3.5 In Library case.....£11.95 30 DSHD 3.5 Plus deluxe storage box£34.95 50 DSHD 3.5 Plus deluxe storage box£44.95 100 DSHD 3.5 Plus deluxe storage box only...£64.95</p>

BANX STACKABLE BOXES



Features Include

Both stack horizontally and vertically

90 Capacity 3.5

Very high quality manufacture
Anti-static
Protective lock
Colour coded dividers

only

£8.95

180 Capacity 5.25 or 130 3.5

Beautiful strong design
Anti-static
Protective lock
Colour coded dividers
Smooth draw operation

only

£16.95

MD Office Supplies

18 Crescent Way, Farnborough,
Kent BR6 9LS Tel: 0689 861400



Educational & Government orders welcome





What would happen if they started a war and nobody came? Well with *Birds Of Prey* you could do it all yourself. Because this game incorporates a large modern air war scenario with 40 types of aircraft taking part. And you can fly them all. So if you're a fan of modern military flying machines, you might just be in heaven.

When you've loaded the game and set up your saveable pilot, you're presented with 12 major mission types. It's assumed that a major war has started between forces using Western technology and those with Russian kit. You can play either side in this conflict and choose the mission type you want (air interception, for example) and then you simply select an aircraft for your mission.

There's a fair old choice, but the computer won't let you use something ill-suited to the job. Try using a Hercules to intercept some MiG 25s and your Amiga will laugh at you. It's better go for an F16, F15, Tornado. Anything of that ilk. Next you've got to arm it.

Tumult in the clouds

Choosing your weapons is both detailed and easy. Point and click on the most destructive and you get to see the map. The playing area is a series of islands with the odd mountain and river chucked in. Bases, SAM sites and tactical buildings litter the war zone, and there are even carriers floating offshore.

Choose a base and the mission can begin. You always start off in a hangar, and once the door opens, you taxi out to the runway. If you're in a hurry (for an interception) you can hit full power while you're still in their this

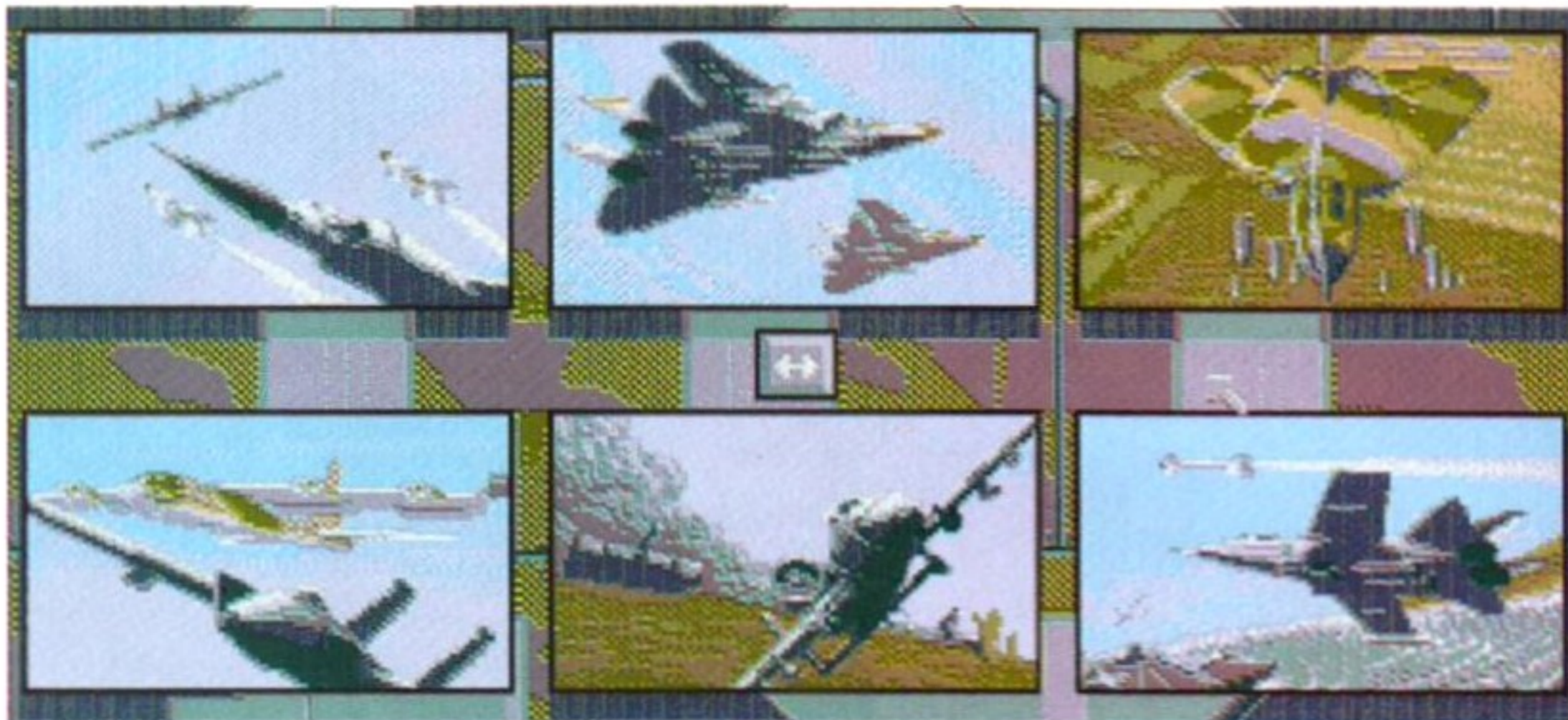
AIR INTERCEPTION
If you're using carriers, the Harrier (pictured here), or the Tomcat, Phantom or Hornet can be used.



AIR SUPREMACY
In the fight for the skies, the Eagle is king. But the Russian MiG 29 comes pretty close.



LONG RANGE BOMBING
The plane that reshaped Vietnam, the B52, makes a guest appearance in this role.



BOMBER ESCORT
Why not go for the F16? It's nippy, powerful and has a nice selection of delicious, ready-to-fire weaponry.



CLOSE SUPPORT/GROUND ATTACK
The A10 more than proved itself in the Gulf Conflict, so why not take a Warthog for a spin?



BORDER/SEA PATROL
Maritime ops require a carrier aircraft. The F14 will do, but the F18 fly-by-wire multi-role is even better.

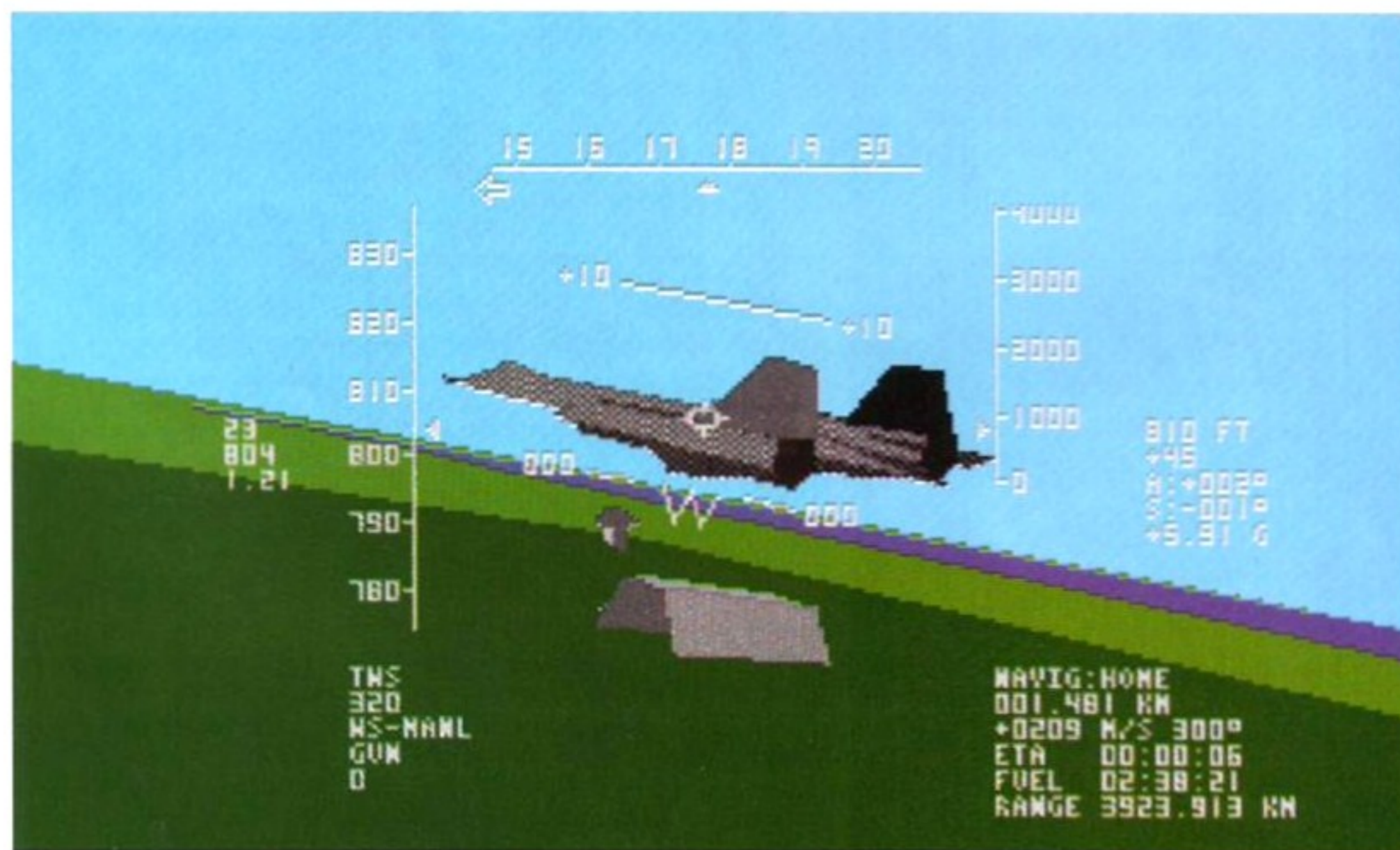
Birds Of Prey

lets you hit the runway while doing about 150 knots. Once you are in the air, you can select various radar modes to give you air-to-air capability, navigation or bomb-aiming (once more, this depend on your mission).

The cockpit display takes up about two-thirds of the screen, with a familiar HUD on the top. This really contains all the info that you need (speed, height and so on), but to the right of the display is a large bank of dials which give you much the same information. This display remains the same whichever aircraft you're flying.

Hitting the W key removes the cockpit altogether, leaving you with full screen graphics and an enlarged HUD. It's possible to conduct most of an operation in this mode, and it looks so much better, especially when viewing the plane in outside mode.

When you view your own aircraft, it's simply superimposed in front of you. The HUD (and cockpit display) remain, but the plane appears in front. If you try a side view the controls still remain in view. This makes for some spectacular views, especially in full screen display mode, but it's impossible to fly the plane accurately whilst watching it.



The mighty Blackbird swoops down for a look at some glittering, expensive-looking metal on the ground. Its normal mission keeps it at about 70,000 feet at Mach 3, though. Low level, it handles like a real pig (and is easy meat for any marauding SAMs or enemy fighters). In fact, it's madness to go low level in the SR71. Get back up there at once!

**RECONNAISSANCE**

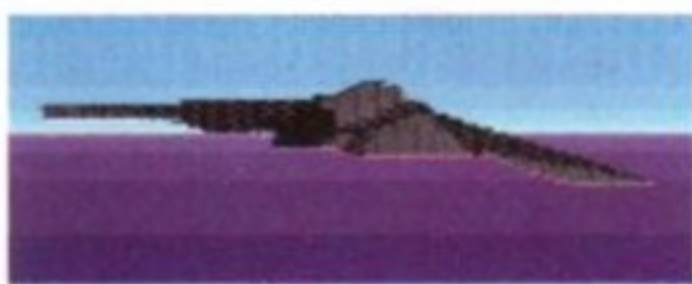
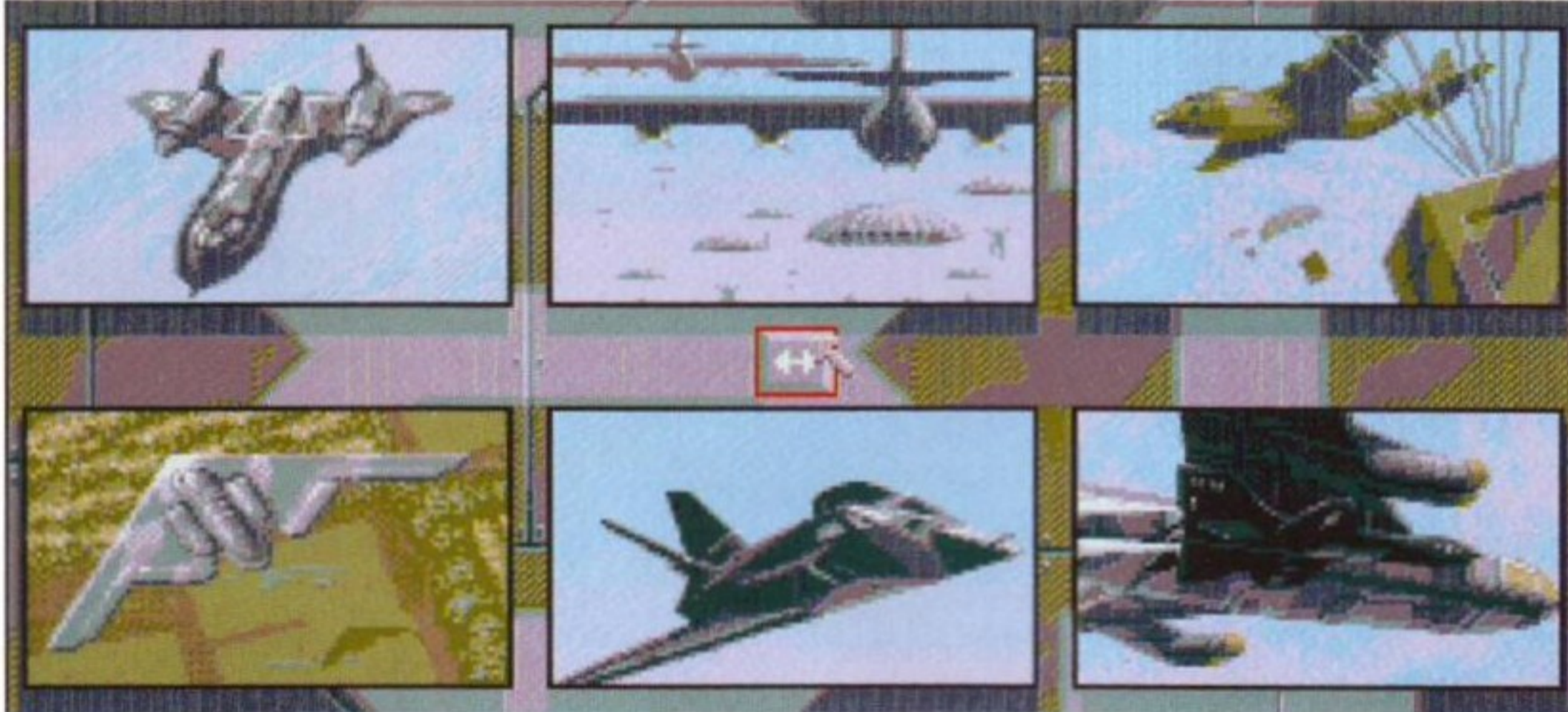
Still the meanest-looking jet around, the SR71 flies over your neighbour's greenhouse at Mach 3.

**TROOP DROP**

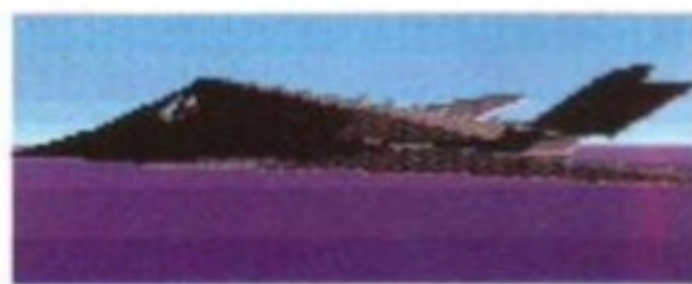
The Hercules is perfect for this, being rugged, slow and big. It's also pretty manoeuvrable, too.

**SUPPLY DROP**

Not the choice of the current military, but why not take a Boeing 747-400 over enemy territory?

**STEALTH BOMBING**

Only one choice here - the B2. Used in the Gulf, they'll never even know it's out there.

**STEALTH RECCE**

The F117 is the prime candidate here, looking like it's been designed by a hyperactive child.

**TEST PILOT**

Fed up with war? Get away from it all with a Bell X15. It'll outclimb the SR 71, nearly into low orbit.

Why buy one sim when you can buy 40 for the same price? Electronic Arts have produced a game which gives you the entire NATO airforce to play with, and the pick of the Warsaw Pact as well. But is it 40 times as good as the best of the rest?



Arctic conditions, and an F15 executes a clean intercept on an errant Warsaw Pact fighter. The kill should now be easy (unless you're on Wing Commander level). The AMRAAMs tell you when they're convinced of a clean strike, so you've just got to ride the beam straight at the enemy and fire when you get the nod.

The not-so-few

The key to *Birds Of Prey* is its massive flexibility. There are hundreds of mission/aircraft combinations, and although you only ever see one cockpit display, you can certainly make out the difference between the planes. The selection offered is so wide that one mission might see you flying a Harrier from the deck of HMS Invincible, and the next ferrying in 500 troops in a Boeing 747-400.

The flight characteristics of the planes' differ so much that it's fun to swap between them during the game. You can also try out aircraft in missions that they weren't designed for (within reason. You can't put your SR71 Blackbird down on the deck of a carrier).

As you play the campaign, your actions affect what the enemy are up to. If you manage to A10 his airfields, he'll withdraw to the edge of the map. Send a Stealth reconnaissance flight over to get a Polaroid of him licking his wounds, then send in a Hercules full of troops to finish him off. Any stragglers can be massively bombed by a nice B52 mission. And you can fly all of these.

It's certainly taking flight sims into areas they've never been before. Luckily the actual flying details have been kept fairly simple. To navigate to your target you simply follow an arrow at the top of the HUD. Your radar will pick up any enemy activity in plenty of time, and it's up to you to take the appropriate action. What you should do depends on the plane you're piloting, of course.

Can you leave the landing light on, mummy?

Storing the details of the 40 aircraft has taken such a large amount of memory that ground detail is noticeably less impressive than in *MiG-29 Superfulcrum* or *F15II*. There are bases, fields, coastlines, hills and targets. These are all acceptable, though. (There's a particularly pretty snow-capped peak!)

The air-to-air views are good, but such is the nature of modern air warfare that you don't often get the chance to see the enemy. First it's a dot on a radar screen; then a dot in the sky and then it's a target. Hopefully by then, with any luck, it's dead meat. Trying to get close in to have a look sometimes yields excellent views of the opposition, but you'll have to dodge salvos of missiles to do it. It's in this environment that planes like the F16 or Tomcat come into their own.

Flying the planes in *Birds Of Prey* requires a fair bit of practice. In the centre of the HUD is a lozenge shape which indicates the position of the imaginary control column. It's a bit unnecessary because when your joystick is centred, you'd expect the plane's joystick to be centred as well. It's been like that for centuries in flight-sims, and the added realism that a lozenge gives isn't really worth it. Until you get used to it, the plane (which ever one you're flying) wallows around, fish-tailing its way towards the highly amused enemy. The key is only to use small movements of the joystick.

Apart from this, the flying is straightforward, if you don't fuss with the controls, the

Continued overleaf



Outside view (with the HUD still enabled it is cluttered, but you can still see this is an A10. To the right is the target SAM site, still with its designation box lit for the Mavericks.

planes go in the direction you point them. You can select weapons by cycling through your payload, with the fire-button on the joystick operating missiles and the gun (whichever one you have selected).

It's also very easy to get yourself into a spin too. If you leave what the experts call 'the flight envelope' by for example stalling at a low or high speed, your aircraft will tumble groundwards at a frightening speed. You have to do this a few times to get the hang of recovery, but if you're quick you can click the mouse to pause the game and give you option menus. Select 'Easy Flight' and you'll bounce off the ground harmlessly.

Fight and flight

Birds Of Prey is a sim for the enthusiast. There's a large and comprehensive manual supplied, but if you already know the difference between the B1, the B2 and the B52 it would make things much easier.

Although the cockpit display doesn't change, certain procedures depend on the type of mission you're on and the type of plane you're in. Fighters (F15, F16, Tornado and so on) simply require that you switch on your radar and hunt for the enemy. You don't have to worry about ground targets (unless they're firing surface-to-air missiles at you) and you just need to concentrate on the other fighters as the range between you closes. Before each mission it's possible to specify wingmen. You

can have up to three other planes (the same type as yours) who follow you into combat. If you don't open fire, they will, and on Easy level your formation will be firing ripples of AMRAAMS and Sidewinders in the enemy's direction. It's a bit disappointing if you don't get a kill and they do, but at least you'll have survived and, as leader, you will get the credit for it in the comprehensive debrief afterwards.

You don't see these wingmen (which is a pity) but they're programmed to follow you wherever you go. So if you run for home they'll accompany you.

Bombing in the B1 or B52 requires you to line up so that you fly over the target at the height required by your payload. Then you switch to the bomb-aiming sight and watch the target drift through the cross-hairs. It's tough but very satisfying when you get it right.

When attacking at ground level (in the A10, F15E or B2 Stealth bomber) you fire guided air-to-surface missiles such as the Paveway and Maverick. The target acquisition is similar to that of the fighters, but it's only concerned with things on the ground. If you get close enough with the A10 you can open up with its mighty 30mm Gatling gun. This makes quite a mess if you aim it right.

Nor law nor duty bade me fight

There is so much in *Birds Of Prey* that the flight-sim fan could disappear for weeks. The

campaign scenario works well, the background detail is very strong and the variety of planes is, of course impressive in the extreme.

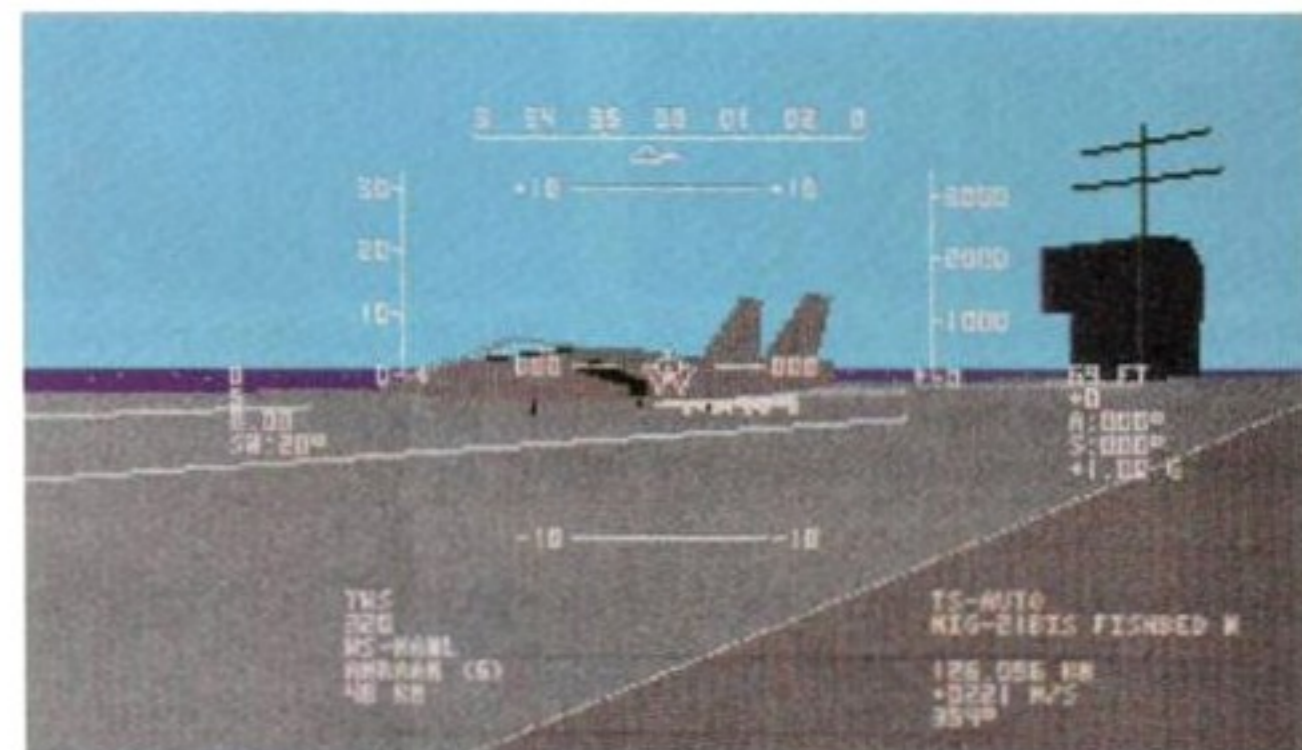
Graphics are strong, especially the planes themselves, and the levels are set so that both beginners and hardened pilots can have fun.

Letting it down is the frame rate. The graphics aren't smooth enough and there is an annoying jerkiness. It might be understandable, but it isn't forgivable. The lozenge control system would work so much better if

There is so much in *Birds Of Prey* that the flight sim-fan could disappear for weeks.

the update rate was better. As it is, they combine to be irritating at the moments when you need to be clear-headed and quick.

It's this factor which stops *Birds Of Prey* getting a Format Gold. In every other respect it deserves one. Being able to fly 40 aircraft in a combat sim is no mean feat, and the war-game plot is strong enough to carry it off. But the flyability is the weakest point. Only a third of a screen is dedicated to outside views and the



A Tomcat crouches on the Nimitz. Using the carriers is easy enough, and once you're launched the missions are pretty much similar to the ground-based ones.

rest of the screen being filled with unnecessary dials isn't too hot.

Oh, and a head-to-head link with another player's Amiga, flying whatever plane he chooses would have been excellent. Still, *Birds Of Prey* is a massive attempt to produce the flight-sim. It nearly gets there, but the flying isn't quite slick enough.

James Leach



The Tomcat blasts a missile at the enemy. If you've got wingmen, they'll often loose a whole payload, ensuring the fate of the hapless opposition. Of all the carrier-borne aircraft, the Tomcat is still the best, especially in its newest variant. EA have certainly done their homework, and the technical accuracy of *Birds Of Prey* can't be faulted.

Birds Of Prey Electronic Arts ■ £34.99

- 40 planes all in one game is a more than you will ever need.
- Each plane is different enough to make you want to experience them all.
- Graphics and sound are up to standard, but are not exceptional.
- The campaign works well and makes a big sim into a big game.
- But it's jerky and quirky to fly. Practice helps, but doesn't overcome the problem.



ALL THAT IS EVIL IS ALL THAT IS MYTH



Magical tales of intrigue and mystery were spawned thousands of years ago, as the world's civilisations believed that mythological Gods and demons carved out the way of the world. They were said to have dealt their own hand in the epic game of life and ruled with cast iron law and powerful sorcery.

*Something has now gone wrong...
Someone must stop the spread of evil*

YOU ARE THE CHOSEN ONE...

Available on:
Commodore
C64 Cartridge £19.99
Commodore Amiga and
Atari ST £25.99



System Three Software Ltd
18 Peterborough Road
Harrow Middlesex HA1 2BQ
Tel: (081) 864 8212 Fax: (081) 864 4851



Another in the long line of award winning classics from the System 3 stable, Myth brings the magical mysteries of historic, demonic gods into the very heart of your home.



With a truly epic introduction sequence, this superb game will pull you through a new dimension of computer fantasy.



Brilliant character animations have you jumping and slaying your way through a true award winning classic. Having scooped all the major awards on the smaller home computers, Myth looks set to emulate that success on the Amiga and Atari ST.



“If you look up at this section of the building here, you will be able to see the delicate carvings of the overhanging ledges on each tower. These details give us the feel of the absolute patience and visionary scale of the architect’s work. Now... wait a minute, where did that gigantic orange brick come from. Where’s the church? Oh dear...”

The art world has always been an inspiration to many people; from the moving appeal of paintings to the awesome spectacle of extravagant architecture. One of the world’s most influential artists is Pablo Picasso. His famous Cubist work has long been regarded as some of the finest abstract painting in history. Unfortunately, not everyone is inspired by his work in the same way.

Dr Devious, the famous abstract scientist, has been an admirer of Picasso for many years, his pride and joy was a cubist painting by the great artist which hangs in his laboratory. However his love for this style of art soon

After a set number of stages, JJ Maverick has to face the evil Dr Devious himself. Watch out for the chair though, since it drops a cluster of bombs which bounce towards the plucky hero. But is everything as it seems? I rather think not...



Devious Designs

AMIGA FORMAT

98

JANUARY 1992



Deep in an Egyptian crypt, JJ has to reform an ancient sarcophagus. Time is tight though, and JJ has to shift those two blocks along the platforms until he can slot them into place in the heart of the tomb.

became an obsession, causing him to begin experimenting with machinery to make everything into blocks. One night, in a dark area of the misty city, a strange and mysterious figure, in a floating chair, was stalking around in a dark and dingy back street.

Witnesses say that he fired a beam from the chair which turned nearby buildings into large orange blocks. Soon enough, the world became aware of this villainous activity, when the Pentagon was turned into a square and the Kremlin appeared as a cube.

Now accusations have been flying between the various nations, and a threat from Dr Devious has been transmitted to the various world leaders. He’s perfected his machine and is now threatening to cube the Earth! Only one man can save us. A man who knows Dr

Devious and has an insight into his warped mind. That man is super-agent JJ Maverick.

After receiving an urgent message, JJ zooms off to the Arctic, the last place the evil doctor was sighted. On his arrival, he notices an igloo has been cubed and split apart. Obviously Devious’ plan requires the results of his cubing experiment to in no way resemble their original shape, otherwise the machine loses its power. All that JJ has to do is stack the blocks together to reform their original shape. Right, time to roll the sleeves up...

Squaring the Circle

You take control of JJ Maverick as he tries to reform various cultural icons that have been zapped by Dr Devious’ manic experiment. Being a super-agent, JJ has a few tricks up his

LITTLE BOXES

Occasionally items drop from the top of the screen to help JJ out:

-  **Bombs** - Allow JJ to drop explosives on enemies along with firing his fireball shots.
-  **Fast Shots** - Let JJ fire a stream of bombs and fireballs a lot faster than normal.
-   **Extra Block** - Fills a gap in the target shape. The blocks they leave can be shot if they’re not needed.
-  **Extra Life** - Picking up one of these adds an extra life to JJ’s lives counter.
-  **Dynamite** - Picking this up causes a large explosion which destroys all enemies on screen.
-  **Extra Time** - Collecting the watch adds a few precious seconds to the level clock.



A nod from the cubist school to the world of surrealist art, as he with the strange moustache, Salvador Dali, makes an appearance on the Spanish section of the game.



Everything flips over as JJ takes a trip to the land down under. Rather a complex shape needs to be constructed to complete this antipodean puzzle. Can you tell what it is yet? Tie me kangaroo down, sport...

completing the levels extremely annoying – especially when you know what you’re actually trying to do on a particular screen. This aside, though, the puzzles are pretty challenging, especially when you are on later levels, and you will be kept on your toes as to what exactly is happening on screen. The graphic style is also quite intriguing, being very different from the usual cute and abstract puzzle games that appear, and the intro sequence sums up the feel of the whole package.

Devious Designs is a very original game which boasts a lot of interesting features

Devious Designs is a very original game which boasts a lot of interesting features, but the control method could prove too confusing for beginners to puzzling and downright annoying to those with experience in the field. If you can cope with this little quibble, you’ll more than likely find *Devious Designs* quite a taxing affair, which makes it one of those games that are well worth digging out for a quick bash from time to time.

Maff Evans

Cubist art is all very well and good, but when a megalomaniac scientist tries to cube the world things get out of hand. Cue strange puzzle game!

dinner-jacket sleeve to help him on his way. Not only can he pull, lift and throw blocks, but he can also drag them through mid-air, walk up walls ceilings. This allows him to grab the blocks from wherever they may be and reconstruct them into their proper form.

Additional items can be picked up to help him, including extra time and bonus bombs. Every 20th level is a showdown with the doctor in his flying chair – but all is not as it seems...

Don't box me in

Devious Designs is most certainly an odd little game. It combines shoot-em-up, platform and puzzle game elements in one package, not on separate levels as in many other games, but at the same time!

This combination works very well, providing some seriously challenging action. Some careful thought is needed to work out how each level should be tackled (especially on later levels) and you have to keep your trigger finger busy to take out the enemies.

The rather odd control method can be frustrating at times, causing masses of confusion as to which direction you’re supposed to be moving the joystick. At times this makes



Tetris shapes abound in Red Square! No blocks to move on this one, so it's a matter of collecting the bonus blocks to finish the stage. Watch out for the deadly cossacks: they'll get you with their dancing!



Devious makes an appearance as JJ tries to rebuild a shape in the Hollywood hills.



Ah, the mysteries of the Orient. What eastern icon can these blocks be part of?

MANIPULATING BLOCKS
 JJ can manipulate blocks in a number of ways:

- Pressing fire makes JJ grab a block. By pulling the joystick sideways, you can make him pull the block along. If JJ is standing in a corner of a block, he can actually pull it along through mid-air.
- After grabbing a block, pushing the stick away from JJ's feet will make him lift it over his head. He can then walk along until he is in the right place to drop or throw it.
- After picking up a block, he can then throw it sideways or upwards until it hits a block or a wall. Alternatively, he can shuffle it along above his head and drop it on the floor next to his feet.

Devious Designs
 Image Works ■ £25.99

- The unusual graphics are colourful, well drawn and well animated, giving the game an original appearance.
- The puzzles start off easy enough, but will soon have the most ardent puzzle fans tearing their hair out.
- The rather confusing control method makes the going tricky at times – especially when the action starts getting frantic.
- An interesting and well presented puzzle game with a few rough corners, but jolly enough in its own way.

AMIGA
Verdict 83%
 FORMATE

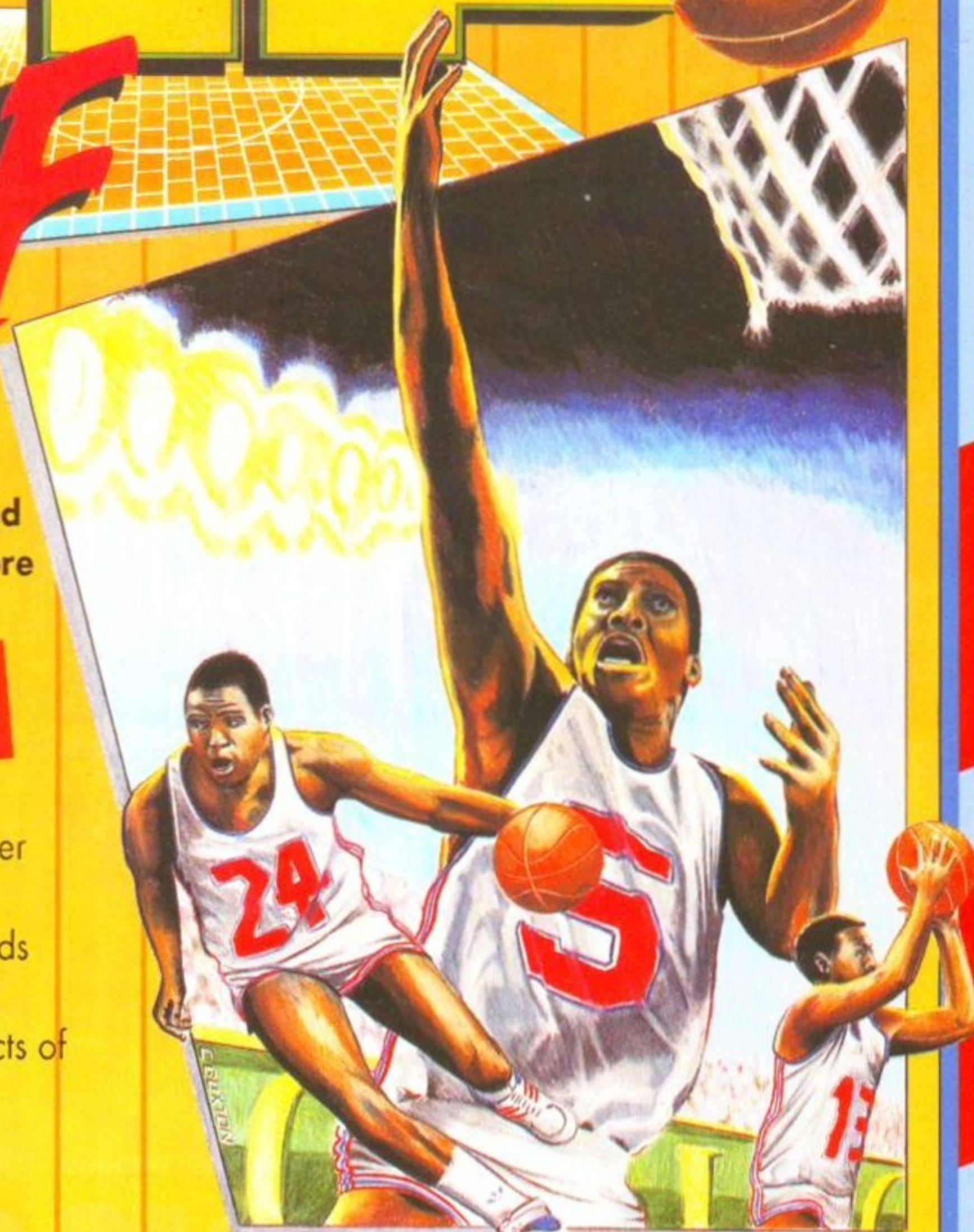
TIP OFF

The sheer pace of the game, end to end action and tactical game play is the core of TIP OFF, a basketball simulation -

A SIMULATION WHICH IS GREAT FUN TO PLAY

Players' skills, attributes and fitness together with the astute substitution of players and change of tactics banks by the coach, holds the key to success in basket ball. TIP OFF, therefore includes some managerial aspects of the game. The main features are:-

- * Multi directional scrolling screen
- * Five skill levels. Skill level of both teams can be set independently.
- * 1 to 4 players option. Option to play against the computer or another player or team up with another player against the computer or another player or two players.
- * Facility to practice skills and tactics.
- * Facility to create a team at all skill levels and design tactics.
- * Instinctive Joystick controls to dribble, pass, shoot or do a dummy. There are two running speeds, two types of dribbling and passing and five types of shots at the basket (Jump shot, Hook shot, Skyhook, Running Jump shot and Slam Dunk).
- * Each player on the court is an individual with a unique mixture of attributes (Age, Height, Flair, Pace, Stamina and Composure) and skills (Passing, Dribbling, Stealing, Shooting and Jumping).
- * Two types of Leagues. Action Replay at 3 speeds.
- * Extra moves are available using two independent button joysticks using the EXORLENCE System.



AMIGA, ATARI ST -
(ATARI D/S DISC ONLY)
IBM PC & COMPATIBLES
PRICE - £25.99

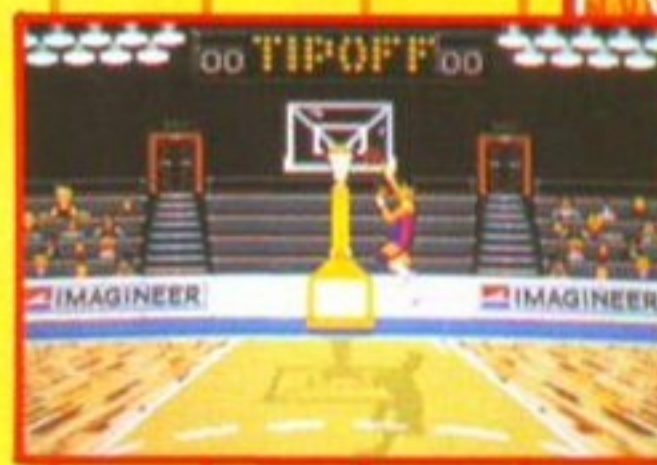


Amiga Screenshot's Shown

EASY TO PLAY - HARD TO MASTER

Published by

ANCO Software Ltd



© 1991 Anco Games



Is this the biggest cartoon conversion to hit the Amiga since the Turtles? Well at least people watched the Heroes in a Half-shell. The scenario's the usual Saturday morning stuff: five do-gooders out to right the wrongs of the world. What's different about these 'meddling kids' is that each one's been individually chosen from a different nation by the almighty Gaia. To help them, he's given each a special power: Wheeler (America) has a fire ring; Gi (Japan) an ice ring; Linka (Russian) a wind ring, Ma-Ti(South American?) has a growth ring and Kwame (France) has a rock ring. When combined, these powers form the Superhero Captain Planet.

Fed up with pollution, soil erosion and animal cruelty? Then join Captain Planet and his Planeteers in their bid to make the world a greener place in which to live. Here the heroic (?) young American Wheeler is out to help save Mother Earth with his super-powered ring of fire – which has nothing to do with the 70s Johnny Cash ballad.

How to save the world

That's the scenario, now the game? Well there are six levels: Fire, Water, Wind, Heart, Earth and Showdown, each centres on a specific character. The first level's focuses on Wheeler and his powers of fire. To complete it you must destroy radiation canisters, board your Geo-Cruiser and exterminate all of Sly Sludges CFC balloons in order to save the ozone layer. This allows the seals (who sit on



Captain Planet



Wheeler has to clear the level of nuclear waste by burning it with his fire ring – now current thinking says you can't incinerate this stuff but the good Captain probably knows best!

More strange song echoes with Gi and her Power of Love. She can cause plants to grow beanstalk style providing ladders for her to move around the level on.



the clouds!) to walk safely across the ozone layer to the south pole!

The second level is where you take control of Gi and the power of ice. She has to save the poor little dolphins who have been porpoise-napped and trapped in an evil water prison by the hideous Looten Plunder. The wind level puts you in command of Linka who has the control of the air. You have to rescue the ancient Egyptian relics from the evil clutches of Dr Blight. Bombs have been placed inside a temple and you must use her powers to whisk them away. The heart level is Ma-Ti's moment of glory and she has to help withered plants grow into strong trees while rescuing some suffering animals in her Eco-Copter. The Earth level's an underground caverns job where you must clean up toxic waste and the ponies trapped in it. The final level puts you in control of Captain Planet and you must save a whole nation from destruction.

Go Planet

The silliness that drives the characters through each level should be one of the game's strong points. It's fun to think about, but their surreal

overtones – seals walking along the ozone layer! – make player logic difficult to apply. Without this it's a guessing game and the vital visual clues you need aren't there

Structurally *Captain Planet* should work well, giving each of the sub-superheroes a chance to shine. Their different powers should help vary the gameplay and create challenging new puzzles every step of the way. All the individual powers, though, exhibit inescapable control foibles that swiftly up the frustration factor. Add to this consistent, but strange platform edge detection, you've a mix that even the best structure in the world couldn't off-set.

Apparently harmless looking objects kill without any real need or warning. For instance, when cruising in your Geo-Cruiser, saving seals, you fly to the top of the screen and, whoops, you crash into a horrific killer cloud! This is annoying because there's no warning of

danger, which makes the game both tough and frustrating. This, sadly, makes *Captain Planet* almost a chore to play

Award-winning game?

The tune's quite fun and bouncy and there's a tune for each level so you won't be reaching for the volume control after five seconds of listening. The graphics are bright and bold but lack character. As a licence these cartoon folks should sit happily on an Amiga, coming alive under your control, but instead these do-gooders aggravate swiftly. They've the trappings of superheroes but none of the benefits.

Captain Planet is not a 'must purchase'. Unless your a veggie, a greenie or a member of the RSPCA who's desperate to act out you're good intentions through silicon, you're better off giving it a miss. Anyway isn't it slightly hypocritical for the good Captain to promote global warming by heating tempers?

Ben Craddock

Captain Planet Mindscape ■ £25.99

- Just like turtles: a big cartoon name with little gameplay backing .
- An ordinary platform game with a few extremely frustrating moments.
- Big levels that are extremely hard to beat for all the wrong reasons.
- Quite big levels and extremely hard to beat.

Verdict 43%



This is what Shadow Sorcerer is all about - eyes down, shoulders apart, CHARGE! The enemies you can see in this picture are Bozak Draconians - simple warrior types who soon succumb to a stout Companion. Other types are much more lethal.



There are a few people who can actually help you on your travels. Notice the Journal Entry - these are written into the manual, to give you the odd hint from time-to-time.

This is where the game part comes in. You use the mouse to control the characters in hand-to-hand combat, long range weaponry, spell casting and the art of doing a runner. All combat is played out as it happens - fighting dragons gives a short, heated exchange.

AMIGA FORMAT

Shadow Sorcerer

If you've been a big fantasy fan since you were knee-high to a hobbit then this game may appeal to you. If you're into swords and sorcery: Conan the Schwarzenegger and so on, you may as well skip the next paragraph.

Shadow Sorcerer is set on the world of Krynn, home of the Dragonlance saga. The whole story is contained in an immense set of books, which was cleverly designed by TSR (owners of the Advanced Dungeons and Dragons game) to be the cornerstone of a marketing era. Put it another way - the background is Tolkienesque with a few twists.

The good guys in the game are the Companions. The game starts just after said crew have freed the slave population of a city called Pax Tharkas, and imprisoned the former master race (the Draconians).

The situation isn't as rosy as it seems. The ex-slave refugees have nowhere to go and nothing to eat. The Draconians are not going to stay walled-up forever - they'll break out in a day or two, and they'll hunt you down.

You've got to find food and shelter for the refugees and get them to a permanent sanctuary. Blocking your goal are a varied assortment of monsters, several mountain ranges, and a democratically elected group of refugee leaders who bicker all the time.

Thoughtful mayhem

Shadow Sorcerer is played on two different levels. The game starts on the strategic map. It's composed of hexagons and only shows the main mountain ranges. The objective is to get from the top end of the map to the southern part, where you understand a lost band of dwarves live, who might help you out with refugee resettlement.

You don't have the mundane task of moving the refugees around the map. Instead, you control a small scouting party of up to four characters, drawn from the larger group of Companions. You can also mix and match your small team.

There's a wide range of talent in the group, from a dark horse magus called Raistlin



to a sweet old cleric named Elistan. The usual ensemble of heroes, cut throats and warrior maidens fills the gap in the middle.

The main body will follow your party, gradually. As you move through the terrain, detail gets filled in on the main map. The terrain varies from old roads to lakes (which are totally impassable).

When you find something of interest - whether it's a small group of monsters or a whole underground labyrinth - the view changes to an isometric close up of your group and any surrounding nasties.

One of the tasks facing a Shadow Sorcerer player is mapping all of the dungeons. This is an entrance to such a place - only from here can you get back to the main map and the outside world.

CONTROLLING YOUR CHARACTERS

Shadow Sorcerer has a simple command system; click on a figure and tell them what to do. Here's a full rundown of all the possible actions that you can command your troops to follow:

Hand-to-Hand		Magic
Examine		Talk
Walk to		Computer control

Middle, from top: Ranged Weapon, Pick Up, Everyone walk to

There are magic items and weapons to collect which can help later on. Gradually you pick up the plot threads. Without giving much away, the manual gives plenty of clues (assuming that you read it).

Hit and miss

It may sound wonderful, but I've got more reservations than a tribe of Red Indians. It's not so much the way you play the game - the method of controlling your heroes is simple to learn, and the tactics are straightforward (run away unless you know you can win easily).

No, it's the way the game behaves. The larger cave networks are teeming with monsters. It makes sense to send in your fighters through the door first. On the other side, your puny magic user/thief gets beaten to death, as the fighters migrate to the rear for no reason.

When a character 'dies' they mysteriously reappear at the main body of refugees, ready to be healed and sent into the fray. How illogical.

These are the tip of the iceberg. The game has no sense of humour at all, yet I cannot take it seriously. It looks great, plays all right, but keeps tripping you up with its bizarre logic. No long-term fun at all.

Pat McDonald

Shadow Sorcerer
US Gold ■ £29.99

- Graphics are excellent for this sort of game.
- Control is very easy, you soon get into the swing of things.
- Quite engrossing for a couple of days.
- Lacks real depth - most monster encounters are random. Not enough to explore.
- You'll quickly get bored of playing in this corner of Krynn.

Verdict 74%

A POWERFUL TRIAD IN ONE
FORMIDABLE PACK

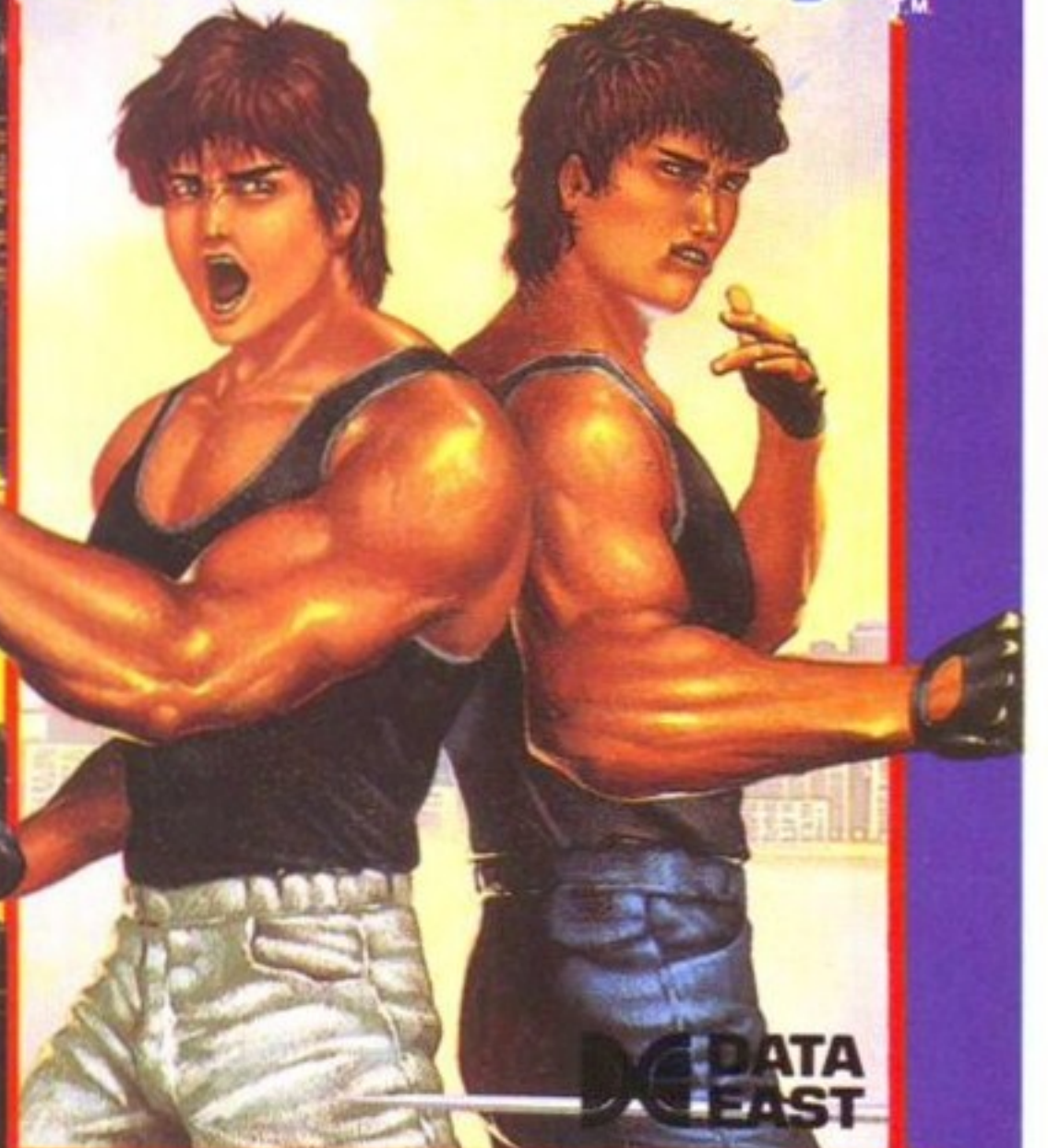
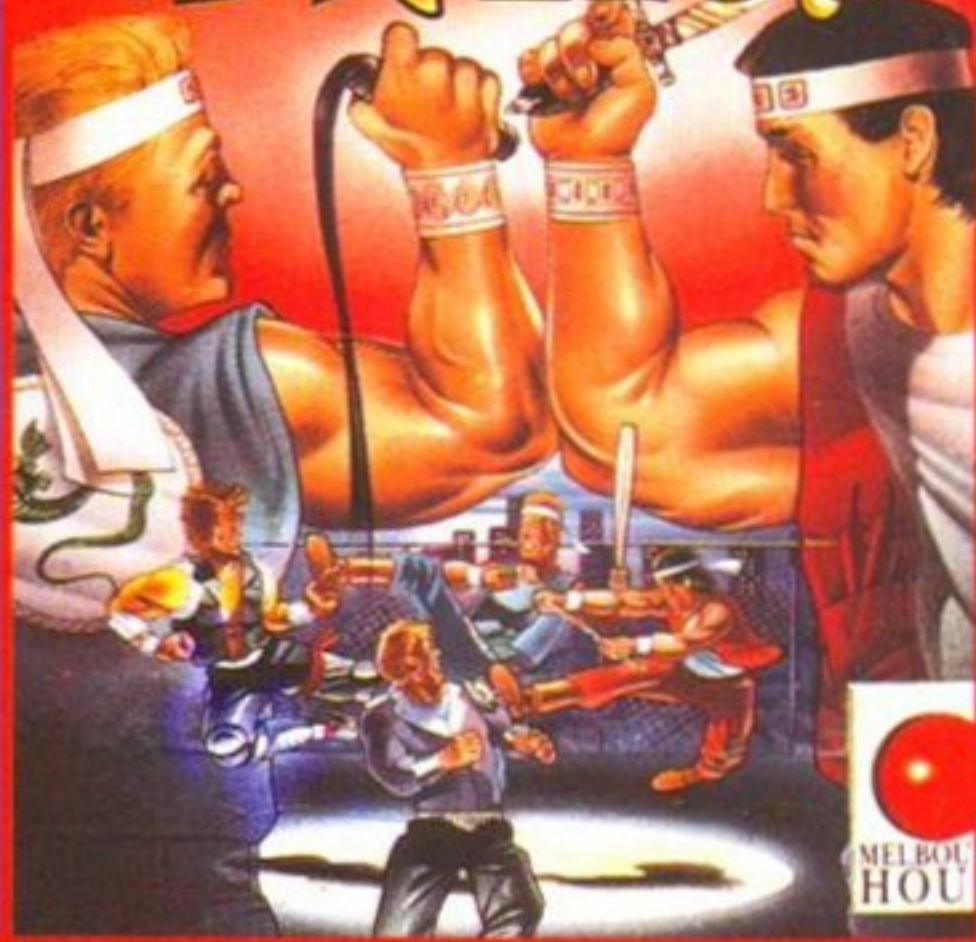
ADDICTED
To Fun

NINJA
COLLECTION

SHADOW
Warrior

DRAGONNINJA

**DOUBLE
DRAGON**



©1989 TECMO LTD.

AMIGA ATARI ST



AMSTRAD
SPECTRUM
COMMODORE



You must be stood next to a pentacle to perform an incantation. Lightning flashes, a puff of smoke appears on the pentacle and your newly-born creature appears.

The story so far: Sogrom, who is the master magician's star-pupil-turned-bad, is lusting after the Rochebrume archipelago, and plans to make it his own. The only person who can stop him is Eskel, another magician who does a bit of righteous do-gooding on the side. The fate of the entire kingdom of Celtica is in their clammy hands.

Just a bout here you begin to wonder whether you've accidentally stumbled into a Clive Barker horror novel; but no, this is the plot of *Celtic Legends*, a good old-fashioned strategy/war-game with lots of gratuitous spell-casting and a welter of silly names.



The strategy screen shows the overall map. From here, you can move your forces in bulk, split a legion into two groups (as is happening here), or see its statistics in greater detail. To the right you can see the current number of units in this legion (up to eight) and the legion's remaining movement points.

Celtic Legends

AMIGA FORMAT

104

JANUARY 1992

It takes the best bits from other games and combines them into a style of its very own.

You take the part of Eskel, and you have to fight Sogrom over the 23 islands of the archipelago. Each island is divided into several interlocking hexagons, and each hex in turn can be one of seven landscape types: plain, forest, marsh, mountain, castle, cromlech or hill. You begin with a legion of creatures (known as units) each, you and the computer

(or another player) take turns to manoeuvre your forces around these hexagons. Each side has a number of movement points which are used at a rate dependent on the terrain that they are trying to cross. Once the movement points of one side have all been exhausted, then the other side moves.

At any time, but usually when you meet your adversary, you can access a tactical screen. This is a blown-up version of the hexagon your legion is currently occupying, and it's here that the battles take place.

Boys and Gaels

The tactical screen is itself divided into hexagons, each unit occupying one. Units can



Castles are very expensive to build (2,000 magic points), but they have several advantages. They provide shelter from surprise teleportation attacks and give you 50 points a turn. Not only that, a legion attacking another in a castle hexagon is forbidden from using magic.



The Rochebrume archipelago in all its cheesy glory. The islands become harder the farther right you go, so stick to the left side in the early stages.

be given orders to move a number of hexagons, to cast a spell or to fight another creature by attempting to occupy its hexagon. Your turn comes to an end when every character has used all its action points or when you click on OK. At this point the computer has some deep thoughts and bashes hell out of you via its creations.

As if all this wasn't enough, you also have to deal with the local population of the archipelago: the savages. Though not directly on anyone's side, they despise anything that uses magic and will attack it ferociously. Savages can only appear in the pentacles at the middle of cromlechs, so occupying these hexagons staunches their flow.

And so it goes on until you or Sogrom manage to annihilate the other side completely.



Spells can be direct or, amazingly, indirect. To cast a direct spell you must have a clear route between the casting unit and the target, with no trees, rocks or mounds in the way. The spells available vary between islands and the amount of magical energy your wizard currently possess. The blanked icons are for spells not on offer at this stage.

Archipelagos are nothing but trouble; someone or other is always trying to take the darn things over. And of course it always ends in tears. Just ask the people of Celtica.



When you lose, all of Sogrom's minions come out to jeer obscenities at you and wave small pieces of paper at you. Or is it large club-shaped weapons? Either way you've had it and you better hope you saved at the last island, otherwise it's starting-again time.

Celtic twilight

The first thing that strikes you about Celtic Legends is the impressive intro. It's a short scene-setting animation, with a rousing battle-march of, er, bagpipes, which sound surprisingly tuneful. After that the effects tend to go downhill, though not by much.

The scenery and creatures for each hexagon are well drawn, but not awe-inspiring. Some imagination has gone into their design but they're marred slightly by having only two or three animation frames each. There's a general 'ow!' sample when anything is hit and some reasonable background noise - howling wind on a plain hexagon, crickets in the marsh, and so on. On the whole, the effects have almost left the *good* region and are teetering on the edge of being *really* good.

Click on the question mark to see details of each unit in your legion. Eskel is the important one - without him, the game's finito.



Legendary

There's no doubt about it though, *Celtic Legends* is simply great fun. It takes all of the best bits from other games - the style and number of creatures from *Lords of Chaos*, the hexagon and move-based approach from *Battle Isles* and combines them in what is an easily approachable, but thought-stimulating game with a style of its very own. There's enough variation in the islands to ensure that the action doesn't become too repetitive, unlike say a game like *PowerMonger*, where if you'd completed one island then you'd basically done them all.

There are faults, of course. The limited animation frames and samples for the creatures



Marshes can cause problems if one side has a Teleportation spell and the other doesn't. While you're trying to reach the other side they're teleporting over and duffing you up.

become slightly tiresome after you've been playing for a while, and the logic of the game's layout is confusing at first, meaning you need to play two or three games just to get an idea of what you're doing.

Celtic Legends is a really absorbing, and pretty intelligent game that has real long-term potential and is only missing a bit of spit and polish on the effects side. If you're after something to make those long winter nights just fly by (and the only alternative is illegal or immoral), then you could do worse than to invest in a copy - even if you don't like Clive Barker novels.

Ed Ricketts

Celtic Legend UBI Soft ■ £30.99

- Nice mixture of war, strategy and cast-'em-up games, combined with conventional arcade-style sprites.
- More animation frames and sound effects could have made this an audio-visual extravaganza.
- Large range of spells, from the pathetic to the totally deadly.
- The statistics-and-hexagon-based approach may put some people off.
- A strategy game for people who don't like strategy games.

Verdict **85%**

QuickShot[®]



RIGHT ON TARGET

The World's No. 1 Choice



OVER THIRTY MODELS . ALL FORMATS . COMPLETE CONTROL

Bondwell[®]

AVAILABLE FROM ALL LEADING COMPUTER TOY & DEPARTMENT STORES

Pure Entertainment !

ST - AG - PC



RICK DANGEROUS 2

Five huge levels of traps and puzzles, vertical and horizontal scrollings, varied backgrounds, sprites and sophisticated cartoon sequences.



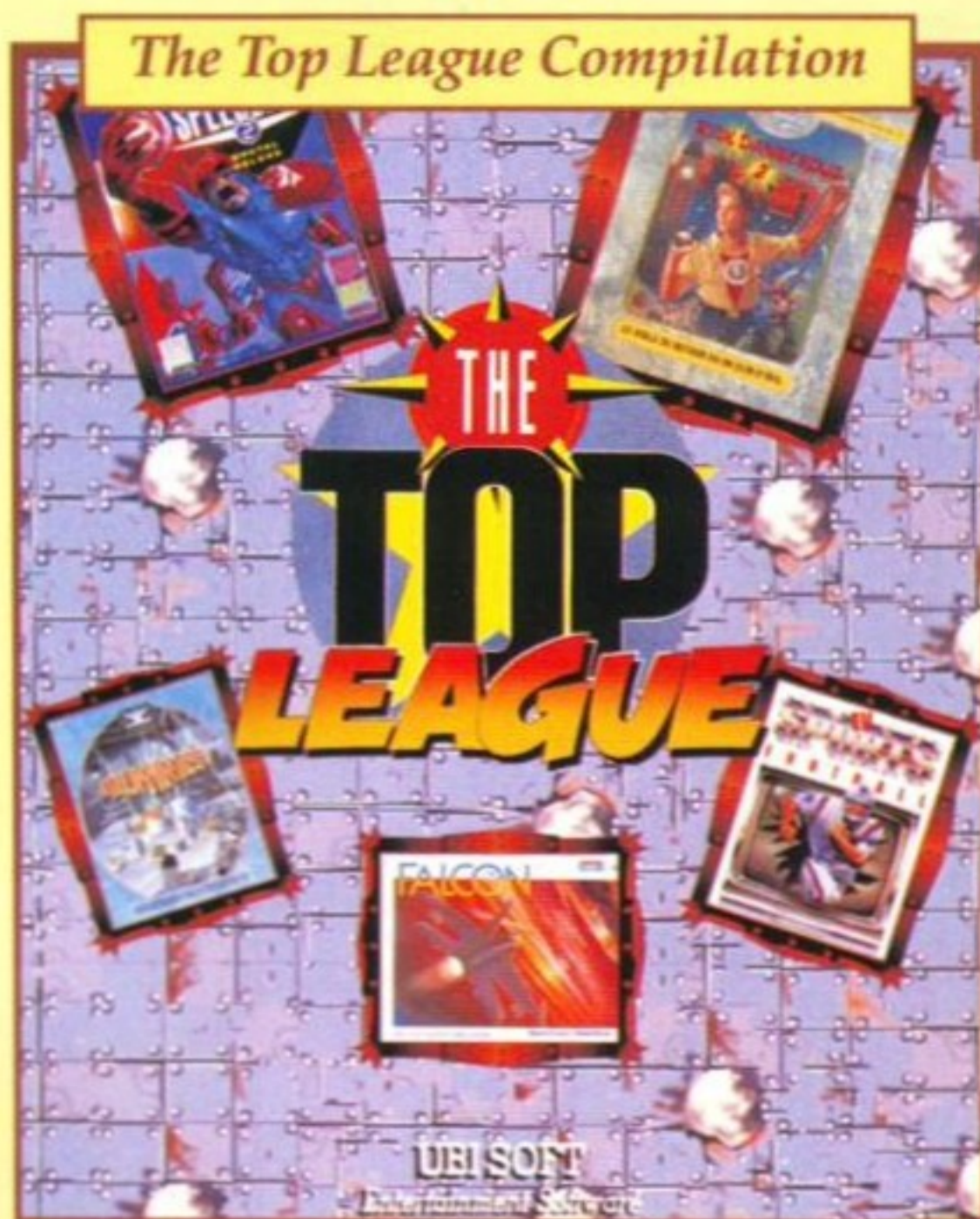
FALCON

From test flights to aerial combats in your F-16, defend your base from enemy tanks and MIGs attacks.

MIDWINTER



A new Ice Age grips the world and along with fellow pioneers you live on the Midwinter Isle, the last habitable oasis on Earth.



SPEEDBALL 2 (Not on PC)

Take control of Brutal Deluxe team, the worst team of all time and turn them into champions.

TV SPORTS FOOTBALL



A real arcade/action game attacking as well as defending. Individual or team statistics available for you to elaborate a strategy.

• Screen shots on other formats may vary
 RICK DANGEROUS 2 © CORE DESIGN © MICROSTYLE.
 FALCON © MIRRORSOFT. MIDWINTER
 © MICROPROSE. TV SPORTS FOOTBALL © ADDICTIVE GAMES. SPEEDBALL 2 © The Bitmap Brothers
 © MIRRORSOFT. IBM is a trademark of International Business Machines. ATARI ST is a trademark of Atari Corporation. AMIGA is a trademark of Commodore-Amiga, Inc.

UBI SOFT
 Entertainment Software

Saddlers House, 100 Reading Rd, Yatelet GU17 7RX Camberley. Surrey. (0252-860-299)

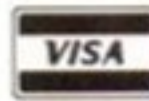


**A500 + Expansion Stand
 Only £34.99
 including VAT & delivery**

- ★ Trade enquiries Mrs Leigh L Sharif
- ★ Delivery 5 days
- ★ Colour coded to your Amiga
- ★ Fitted in seconds
- ★ Shelf for disk drives

LEADS £7.99 PER PAIR

CREDIT CARD HOTLINE
0908 262137



ORDER FORM

Name

Address

Postcode

Tel. No.

Cheques payable to:
 AVA Developments Ltd
 58 Burners Lane South
 Kiln Farm
 Milton Keynes
 MK11 3HD
 (0908) 262137



IMPULSE



TELEVISION

© 1989 Grundy International Distribution BV
Licensed by BBC Enterprises Ltd.

RACE WITH THE STARS IN
Ramsay Street

Neighbours

Impulse presents the game no-one else dared bring you...

On a hot Ramsay Street day there's nothing better than slipping a few burgers on the Barbie and challenging your friends and Neighbours to a lighthearted race. Naturally everyone chooses their favourite vehicles. Henry the gardener rides his souped up grasscutter and mechanically minded Charlene scoots around in a nippy go-kart.

Of course life in the top rated soap is never that simple. Mrs Mangel doesn't approve of such antics and will stop any unlucky contestant with her dreaded rolling pin. Bouncer the dog runs loose around Ramsay street and the local Wildlife Park reports that several of their kangaroos have gone missing!!

Add to that a jogging keep-fit Harold and Bruce Bruce, the outback opal prospector determined to make his fortune, and you end up with a fast action game over-flowing with thrills and spills.



16 BIT SCREENSHOTS





The year is 2067 and the Earth is in a real mess. Literally. Presumably the *Blue Peter*-watching generation of 1991 never paid attention to the more sombre environment features that were in-between the cookery slots and gardening corner. Or perhaps the world's housewives/husbands fell for the cynical TV advertising that fooled the public into thinking that as long as you use



less powder and drive on unleaded petrol you were sufficiently 'doing your bit' and everything would be all right.

Either way, an uninhabitable, polluted world has been left under the charge of robot 'Wolverines'. Meanwhile the elite of the world's population safely float Noah-style across the oceans on giant City Ships.

So here we have a dedicated exploration shoot-em-up in environmentally-friendly clothing. You play the part of the last Wolverine, alone in a polluted world. Your enemies consist of disaffected humans and, more scarily, hybrid mutants known only as the Scavengers. Shoot anything that moves, explore the three different levels, oh - and don't drop any litter, OK?

And it's kind to the environment too

Level one, this a stereotypical walking-jumping-crouching-shooting platform stage if ever there was one. Wolverine must explore his way through underground New York to the exit leading to level two. Pick up different weapons and extra energy at the same time as blasting seven shades of CFCs out of any living thing in your path.

Level two, the perspective has been changed to spice-up the action, but the game remains the same: if it moves, shoot it. A 3D scavenger-infested labyrinth faces our Wolverine, as the action slows down still further as game speed is sacrificed for the use of big sprites. As scavengers scurry through



At the start of level one, Wolverine battles it out through New York's underground. He can jump, crouch and walk - as well as fire an assortment of bolt-on weapons that he may find lying around.

Lost in a polluted maze, Scavengers lie waiting seemingly by every corner. Locate a communication device, then search for the human scientist known as Tank.



Robozone



Learning a route around the maze will take a lot of perseverance. Expect to see plenty more dead-ends such as this before you escape. Oh, and watch out for the pollution gauge steadily creeping upwards. If it reaches maximum, you've run out of time and it's game over.

Stage three, a lovely little shoot-em-up sub-game. Vaguely reminiscent of *R-Type*? No, an obvious copy more like. Still, if you're going to rip something off, why settle for second best?

degrees of perspective. Wolverine must dodge left and right - like a driving game except in slow motion. Locate a human scientist named Tank, and it's on to...

Level three, this is the final challenge. Wolverine has just about managed to cobble together a jet-pack providing us with an entertaining horizontally-scrolling shoot-em-up sub-game. You must complete this, and the Scavengers will be destroyed, the Earth can



This is the final challenge. Sort this heavily-defended chap out and you've finished. Guided-missiles, machine-guns, flame throwers and buffeting vacuum clouds - all do their fiendish best to thwart your attack.

then begin to recover from the pollution, and you've saved the world. Just like that.

Environmentally friendly destruction

Underneath all the death and destruction the ideology is OK. But what else can be said for it? The graphics are big and colourful, moving smoothly through all of the levels. But the action is slow and monotonous.

Yes there are three varied sub-games in the one package, but it's basically down to your trigger-finger which has to be at the ready for all of the games - so don't expect anything too inspiring or thought-provoking. Only the last stage can truly be described as enjoyable (and that's because it's a neat rip-off of *R-Type*), but even here, the original was done better. As a whole, *Robozone* is unfortunately really quite tedious.

There's nothing we'd like more than to give an environmentally-friendly game our seal of approval. But as with *Captain Planet*, sound ideology is no compensation for failing to come up with the goods.

Neil West

Robozone Image Works ■ £25.99

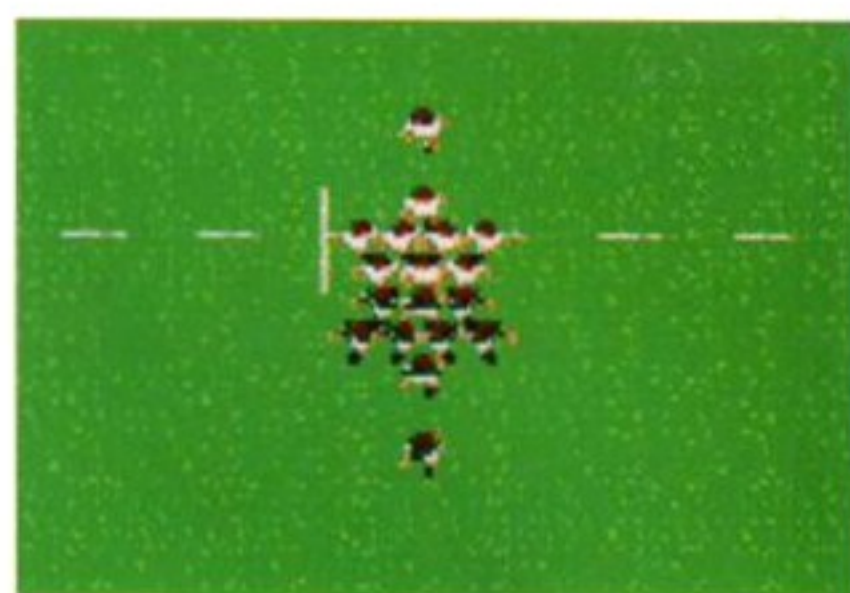
- Big and colourful, but slow-moving graphics.
- Three completely different stages, but none to inspire the imagination.
- Environmentally friendly! In a sort of twisted kind of a way.
- Only three levels, more would have added to any long-term appeal.
- Great intro sequences, but send your money to Greenpeace instead.



52%



"After an excellent early drop-kick goal by the Zimbabwe team, England have fought back and scored a stunning try. Here Webb's just about to attempt the conversion. Ian, you're three points behind Bill, for two points... what happened next?"



One of many scrums which took place during this particular match. The Zimbabwe side can't have had a very good pack, because I beat them on every single occasion. Oh, and another thing, since when have you seen a scrum arranged like a square dance?

AMIGA FORMAT

110

JANUARY 1992

Rugby the World Cup

Just one question: why are the English such good losers? It's not as though it's anything to be proud of is it? We got stuffed by Australia and everyone's walking around saying: "Oh well, we put up a good fight". What rot! We lost and that's all there is to it. Anyway, I'm not a good loser and here's a game which gave me the chance to stuff the Aussies well and truly.

In true let's-cash-in-on-a-popular-sporting-event style, *Rugby The World Cup* is a representation of the clash of 16 nations in Rugby Union. To this end, you can play either a one-on-one match, pitting one country against another, or start a complete World Cup tournament which enables up to 16 people to participate. In effect what Domark have attempted to do is create *Kick Off* for people who prefer their balls oval rather than round.

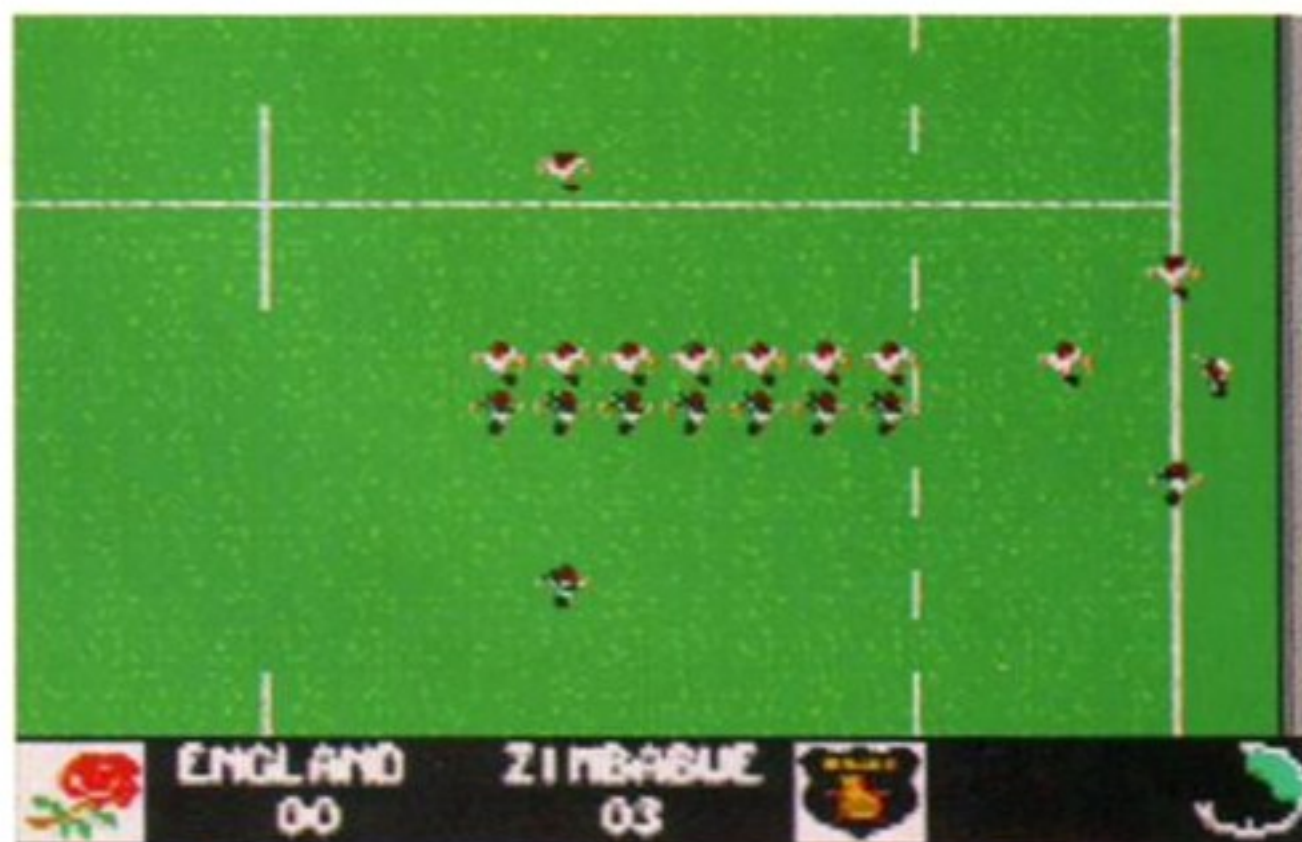
From the main menu, single or tournament games can be chosen, and the match length can be set. Once teams have been decided a match proper can start. The teams troop out on to the pitch, assume their positions and the side that won the toss, kicks off.

The up and blunder

The beauty of the best sporting simulations is their simplicity. *Kick Off* (there's that game again), worked because of the simplicity of the controls. Domark have tried to bring this to *RWC*, but there are many more permutations a player can make in the game of rugby.

During the game you control the nearest player to the ball, who's in an on-side position. Of course, the moment one of your chaps gets hold of the ball, he'll get jumped by about eight very large men, so you're presented with a couple of choices. You can either kick the ball, pass it, or get tackled, in which case you either lose possession, or a scrum ensues.

In rugby, as any British schoolboy will tell you, you can't pass forward, so as the pack



comes down on you, you can lob the ball down a line of players in the hope that one of them can make it to the try-line. Thankfully, this element of the game works brilliantly, and it's very easy for you to get the ball quickly out to your faster players.

If a scrum takes place then the idea is to push the other pack forward so that you gain possession of the ball. This is done by

If the ball should go out of play on the sidelines, a line-out ensues, during which teams play some argy-bargy in the hope of pulling the ball down for their side. Height-wise the Zimbabwe side look exactly the same as England.



The 16 teams have been faithfully plonked in their original four groups. All of which makes it easy to recreate the World Cup spectacle, although you might find that France and the USA prove that little bit too strong for the England team this time around.

wagging the joystick as fast as possible in left and right directions. Win the scrum and your scrum-half can feed the ball out to your backs. Should the ball go out of bounds, a line-out takes place, these are also won by wagging the joystick. The thing is that line-outs and scrums take place a lot, so by the end of a game of *WCR* your right arm will feel like it's played a real game of rugby.

It is possible to create fast flowing rugby, though if you're controlling an England side, you could be accused of not playing in keeping with the side's style. Each team has its own quirks and attributes, so while it might be entirely possible to completely decimate a team in scrums and line-outs, you might find out that they've got much faster backs than you and thus you end up losing.

Step forward William Webb Ellis

Graphically *WCR* works brilliantly. At the risk of accusing Domark of plagiarism, it's all terribly reminiscent of *Kick Off*, and as any Amiga owner will tell you, that's no bad thing. The screen scrolls quickly and smoothly around, the players are just the right size to be visible, but still controllable and the scanner option enables you to run for the posts rather than the corner flag.

Sound is bland, but then, few sports sims suffer because the sound is weedy. Gameplay is smooth and, for the most part, extremely rigorous. It's easy to imagine this being the kind of game which, if played against a friend, would lead to a very different kind of scrum on the living-room floor, particularly if you keep winning scrums and line-outs.

Andy Hutchinson

Rugby The World Cup Domark ■ £25.99

- Fast flowing gameplay with some nice twists.
- Two-player option works extremely well.
- Endless scrums get a bit repetitive.
- Fast smooth graphics and adequate sound.
- Computer sides are often hideously quick on their toes.

Verdict 82%

20/20 VISION
PRESENTS
**HUDSON
HAWK**
THE MOVIE
AVAILABLE FROM
YOUR LOCAL
VIDEO RENTAL STORE

Shy.
Sensitive.
Law-abiding.
Polite.
Respectful.



BRUCE WILLIS HUDSON HAWK

...I don't think so.

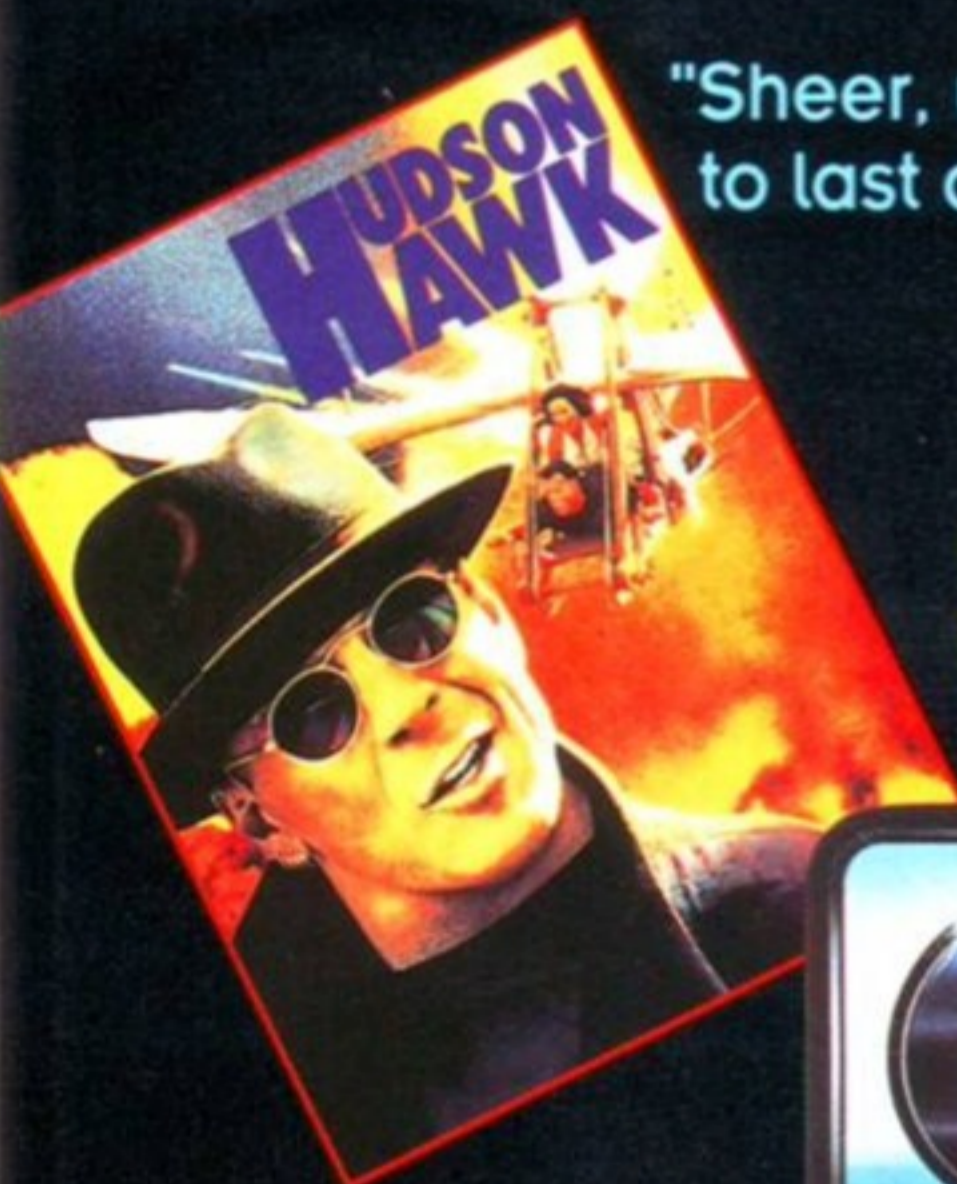
**Now
steal in on the game...**

"Sheer, unadulterated addiction...which is guaranteed to last a lifetime...infuriatingly addictive game-play... grab onto it with both hands"

ACE

"Excellent graphics move well... the comic animation will raise a smile from even the most hardened hearts."

ST ACTION



© 1991 TRI-STAR PICTURES, INC.
ALL RIGHTS RESERVED

ALL PRICES INCLUDE VAT, COURIER DELIVERY

**2 YEAR
GUARANTEE**



AMIGA GALACTIC PACKS

GALACTIC PACK I

- AMIGA A500 COMPUTER
- WICKED 50 GAMES PACK
50 great games to get you going!
- QUICKSHOT TURBO MICROSWITCHED JOYSTICK
- HIGH QUALITY MOUSE PAD
- TAILOR MADE DUST COVER

£329.99

GALACTIC PACK III

- Amiga 500 Computer
- Fitted 1/2 Meg upgrade with clock giving you a massive 1 Meg of Ram!
- PC880A Second disk drive featuring anti-click
- Wicked 50 Game Pack
50 great games to get you going!
- Quickshot Turbo Microswitched Joystick
- High quality mousepad
- Tailor made dust cover

£399.99

GALACTIC PACK II

- AMIGA A500 COMPUTER
- CARTOON CLASSICS
Bart Simpson vs The Space Mutant
Lemmings • Captain Planet
De Luxe Paint III
- OFFICIAL A500 1/2 MEG UPGRADE
- ADDICTIVE HITS
Rainbow Island • New Zealand Story
Bubble Bobble
- WICKED 50 GAMES PACK
50 great games to get you going!
- QUICKSHOT TURBO MICROSWITCHED JOYSTICK
- HIGH QUALITY MOUSE PAD
- TAILOR MADE DUST COVER

£399.99

**NEW AMIGA 500P TERMINATOR PACK
exclusive to FUTUREWORLD**

- New Amiga 500P with 1Meg Ram
- New Kickstart V.2/Workbench V.2.04
- Terminator 2 Software
- Cartoon Classics Software
- Quickshot Turbo Microswitch Joystick
- High Quality Mousepad
- Tailor made dust cover

£399.99

COMPLETE PERIPHERAL PACKS

PACK 1

PROTAR 512K RAM Upgrade with clock • 40 capacity lockable disk box • 20 3.5" DS/DD disks with labels • 3.5" disk drive cleaner kit

all for just £39.95

PACK 2

PC 880B intelligent disk drive • Protar 512K RAM upgrade with clock • 40 capacity lockable disk box • 20 3.5" DS/DD disks with labels • 3.5" disk drive cleaner kit

all for just £99.95

CONSOLE CORNER

ALL PRICES INCLUDE COURIER DELIVERY & 2 YEAR GUARANTEE

CONSOLE SYSTEMS

- Sega Master System.....£59.95
- Sega Master System Plus.....£79.95
- Sega Megadrive.....£129.95

COLOUR PORTABLES

- Atari Lynx.....£84.95
- Sega Game gear.....£99.95

We stock a wide range of software and peripherals for all of the above ring for details

Future World
computers

PLUS A COMPREHENSIVE 2 YEAR GUARANTEE!

PRINTERS

All printers come with connecting cables free of charge

STAR GOLD STAR DEALER

LC-20 MONO 9 pin Dot Matrix, 180/45 cps.

£149.95

LC-200 COLOUR 9 pin Dot Matrix, 185/45 cps.

£214.95

LC-24/200 MONO 24pin Dot Matrix, 180/45 cps

£259.95

LC-24/200 COLOUR 24 Pin Dot Matrix, 220/55 cps

£309.95

CITIZEN

PREMIER SUPER DEALER

120D+ MONO 9 pin Dot Matrix, 120/25 cps.

£149.95

SWIFT COLOUR 9 pin Dot Matrix, 160/40 cps.

£214.95

124D MONO 24pin Dot Matrix, 144/48 cps

£209.95

SWIFT 24 COLOUR 24 Pin Dot Matrix, 160/50 cps.

£319.95

PRINTER STARTER PACK

- UNIVERSAL PRINTER STAND • QUALITY DUST COVER • 200 SHEETS OF PAPER
- All for only £9.95**

POWER DISK DRIVE STARTER PACKS

BEGINNERS PACK

- PC880A Disk Drive features Anti-Click, thru port
- Ten 3.5" DS/DD disks
- 40 Capacity lockable disk box
- 3.5" disk drive cleaner kit

£64.95

ADVANCED PACK

- New PC880B Intelligent Drive features Virus hardware, Blitz hardware
- Ten 3.5" DS/DD disks
- 40 Capacity lockable disk box
- 3.5" disk drive cleaner kit

£79.95

STEREO COLOUR MONITORS

PHILIPS 8833/Mk2

£249.95*

*Free F19 Stealth Fighter

CBM 1084S

£269.95*

*Free Silent Service II

YOUR NEAREST **FutureWorld** STORE



BEDFORD

70 High Street Bedford Telephone 0234 217070



NORTHAMPTON

1-7 College Street Northampton Tel: 0604 33996



WELWYN GARDEN CITY

16 Church Road Welwyn Gdn City Tel: 0707 390029

ORDERING MADE EASY



BY PHONE

Simply call our Head Office quoting your Access/Visa number on

0234 218060 (5 lines)



BY CALLING PERSONALLY

Simply call into your nearest FutureWorld store where our fully trained personnel will be more than happy to deal with your requirements

BY POST

Make cheques, Building Society drafts or Postal Orders payable

FUTUREWORLD COMPUTERS LTD
UNITS 25-27 SERGEANTS WAY
ELMS INDUSTRIAL ESTATE
BEDFORD MK41 0EH



Please write cheque guarantee card number on reverse of cheque to ensure same day clearance



REMEMBER

ALL PRICES INCLUSIVE OF VAT & COURIER DELIVERY*
* UK MAINLAND ONLY

FINANCE

Finance available to suit your specific needs. Written details on request. Instant credit is available in all FutureWorld stores.

PREMIER GOLD CARD

- 7 day money back guarantee if not completely satisfied
- 30 day exchange for new policy should a fault occur
- 2 year guarantee giving free collection and delivery service should a fault occur
- Exclusive Premier Gold Card with Personal Membership Number entitling you to special offers
- All this for only £19.95 per item purchased

2 YEAR GUARANTEE

For the whole guarantee period, warranty service will be completely free of charge

TECHNICAL SUPPORT/ON SITE ENGINEERS

Being authorised service centres for AMSTRAD, COMMODORE & STAR, we are equipped to deal with the majority of queries

FULLY COMPUTERISED ORDERING SYSTEM

This enables our telesales staff to provide up-to-the-minute stock information coupled with efficient dispatch

FULL TESTING PROCEDURE

All computer hardware is tested prior to dispatch maintaining our motto:

*Simply the
BEST*





At certain moments in the game, you'll find yourself doing a runner from several large balls which threaten to explode on your hairpiece. Here there are about 50 life-threatening balls just waiting to gather no moss.



If you manage to run into a squiffy little TV-set icon then you can blow up loads of 3.5-inch disks. There's some logic in there somewhere I'm sure. Here, about 50 balls are released thanks to a detonation.

graphics used in the game can be explained, a demo can be left running and a hall of fame can be displayed.

Crushing experiences

The game proper starts off easily enough with a level that's entitled 'Warm up'. Your little pacman chappie simply zips around getting flashing things called Infotrons (if you know *Boulderdash*, then for infotrons read crystals), trying not to get crushed by Zonk!s (erm, boulders). The only major difference between this game and its older relatives is that if you hold down fire-button and point the joystick in the appropriate direction you can remove an adjacent object (providing that it is removable in the first place).

The graphics are pretty simplistic but at the same time effective, in other words don't expect 16-level parallax scrolling in this game, firstly because you won't find it and secondly because you won't actually need it. The screen scrolls around smoothly enough and the hostile characters in the game, such as *Snik Snaks* (scissors to you and me brother) are animated pleasantly enough.

So, given all the obvious problems with what should be a tired old game format *Supaplex* is far too addictive for anyone's mental health. This is the kind of game that you could drop behind enemy lines in a war and guarantee to demoralise the enemy within just a few hours.

Never mind one-more-go, appeal what you've got here is, one-more-48-hour-stint-before-sleep appeal. It's a tired ancient format, but (in this game at least), it works a treat, ignore the plot and savour the gameplay.

Andy Hutchinson ☺

Supaplex

As soon as you pick up the box of this game you start making a few assumptions. The software house (Dream Factory), the awful cover illustration (a ball striding across a circuit board with a 3.5-inch disk in its hand), the ominous buy-me-because-you-can-enter-a-competition sticker on the front (£2,000 worth of Panasonic equipment) and worst of all: a software award from one of the more down-market Amiga magazines, all go to suggest that this isn't going to be a terribly fulfilling game. How wrong assumptions can be.

Pacman meets Boulderdash

Well yes, there's just no getting away from it. *Supaplex* is a your basic *Boulderdash* clone. Way, way back in the early to mid-Eighties, there were a whole rash of these games for 8-bit computers like the Commodore 64. The idea of the game was to move a character around a scrolling level, collecting various treasures, while trying to avoid getting crushed by great boulders which react to the normal forces of gravity.

What with this being an Amiga version of the old game format, some new twists have been added to the game, but it's essentially the old game format trundled out because the software houses know there are loads and loads of new computer users who've never heard of *Boulderdash* before.

Supaplex starts with the user inputting his or her name and this is then stored on the disk. This has the advantage that once you've completed a level (there are 111 in all), you don't even have to save the game to start from that point again, simply bung the disk in and start again from where you left off. Statistics are kept on each player stored on the disk, old ones can be deleted, new ones added, the



Should one of the Zonk!s (the boulder things) get in the way, you can shove it to one side. Here, Murphy (your character) is straining hard against a ball for absolutely no apparent reason.



Unplug this hole to discover 60 balls rolling out of a hidden screen. Stand in the way and you'll obstruct the flow and your progress.

Supaplex Dream Factory ■ £25.99

- Obviously derivative old game format.
- Utterly, schedule-destroyingly addictive.
- Simplistic but effective graphics.
- 111 levels (a guaranteed shelf life).
- Welcome return to the basics of good game design.

Verdict 73%

OH NO! MORE

Lemmings™



OH NO!
More Lemmings
 is now available at your
 local store for your Amiga
 and Atari ST at £25.99* and
 for your IBM PC or Compatible
 for £29.99*.

Special Offer – For owners of the original
 Lemmings, a Data Disk version of **OH NO!**
More Lemmings is available (with full packaging
 etc.) from your local store, at a specially reduced
 price of £19.99* for the Amiga and Atari ST and
 £25.99* for the IBM PC and Compatibles.
 * Recommended Retail Prices.

100 Brand New **Lemmings™** Adventures!

Just when you thought they were finally safe those green haired numbskulls
 have blissfully blundered off towards new and greater perils.



REYNOLDS™



Available for Amiga. Atari ST, IBM PC and Compatibles

AWHEEL Drive

LOTUS ESPRIT



TURBO
CHALLENGE



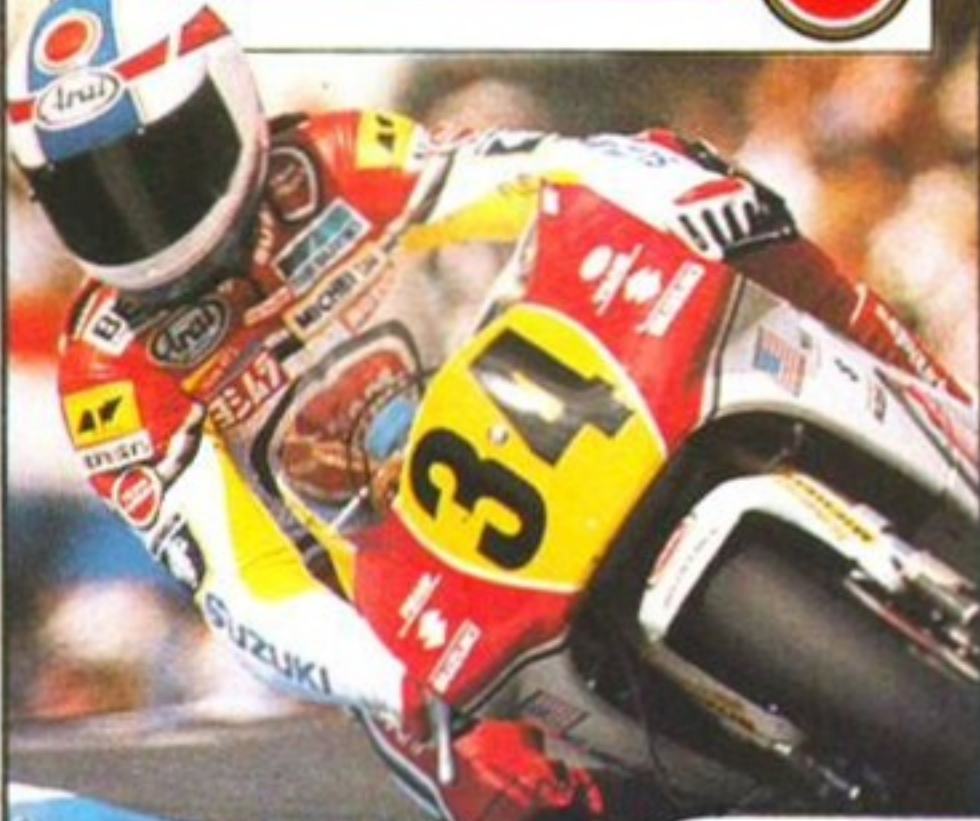
Lotus Esprit Turbo Challenge is an approved & licensed product of Group Lotus PLC. Endorsed by Suzuki Grand Prix Team

TOYOTA
CELICA
GT



Endorsed by Toyota (GB) Ltd

TEAM SUZUKI



COMBO
RACER



4 stunningly real but remarkably different racing simulations-together for the first time in the fastest, most exciting compilation pack ever produced!

Featuring:

- LOTUS ESPRIT TURBO CHALLENGE
 - TOYOTA CELICA GT RALLY
 - TEAM SUZUKI • COMBO RACER
- Available on: CBM Amiga, Atari ST/STE.

CLEARLY OUT IN FRONT



Why does anyone write horizontally-scrolling shoot-em-ups these days? They're all the same: they've all got a little ship that goes from the left to the right side of the screen (without ever getting there), shooting at other little ships that go from the right side of the screen to the left of the screen shooting back. All the little ships that shoot back take three hits to kill, but such is the superiority of their ordnance that they only ever have to hit you once.

They all have an end-of-level guardian who never actually guards anything except the start of the next level, which is always like the last one, except the green things that you aren't meant to run into are no longer green, they're red. This is not to say that shoot-em-ups can't be any good, in fact they can even be great, but why would anyone bother writing one that was destined, from its inception, to be absolutely crap.

A good shoot-em-up...

And *Necronom* is crap, no two ways about it, and there is no excuse for it either. It isn't as if the programmers have set out to do something new and innovative and failed through no fault of their own. They have set out to imitate first-rate games like *R-Type 2* and *Z-Out*, and make a quick buck into the bargain. The only way they will make that buck is if there are enough fools out there ready to be easily parted with their money.

Rather than look at what *Necronom* is, let's consider what it is that makes a good shoot-em-up good! Firstly, lastly and middlely it is gameplay. 16 levels of parallax scrolling, interactive HAM backgrounds and a full stereo soundtrack may add a little to a game's perceived value, but if the gameplay isn't there, then the game's a lemon. If it's any good it should start so easily that you think it's a bit of a doddle really, and it then turns nasty without you even noticing. A good shoot-em-up makes you feel that when you lose a life you were just got the better of, even though you played well, and next time you know what to do, and how to beat the bit that just relieved you of your last life.

A good shoot-em-up will leave you hanging on for the loading sequence to finish so you can get blasting again, it keeps you coming back! It is one of the most accessible forms of computer game known to man. A good shoot-em-up can have you addicted for life before you ever finish your first game. After 10 minutes with *Necronom* you probably won't ever want to play this game again, and after several determined hours, you'll probably want to throw your Amiga in the bin and take up train spotting.

Strange icons

This game has none of the elements that constitute a good shoot-em-up, NONE! As with many of its peers, the first thing you do in *Necronom* is equip your vessel, and you then distribute a finite reserve of energy around the ship's attributes by means of a control panel with indecipherable icons. This only sets the relative strengths, so as you pick up 'global energy bonuses' throughout the game, your powers are upped in the ratios that were

The little things that go from the right side of the screen to the left side can be very tough. You either treat it as a game of dodge-em-up or you die. That's life when you play *Necronom*, so you better get used to the sight of your ship exploding.



Necronom



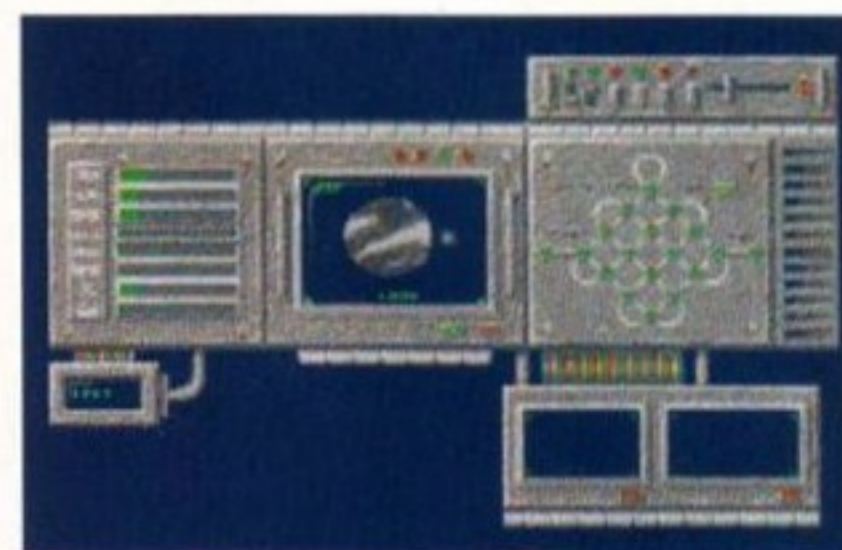
The idea of the game is to fly from one side of the screen to the other shooting everything that comes the other way. What a stunningly original gameplay concept.

originally chosen. So to ensure a comprehensive spread of powers later on, you start the game with a little energy spread very thin, making your shots, shields and smart bombs almost ineffectively weak to begin with. This is coupled with an array of aliens so fast, frequent and fireproof that you stand little chance of ever making it to more than one or two of the power-ups.

To worry about the lack of finishing touches, like the fact that the ship has little inertia, and has no feel, is rather redundant in a game which is so adrift in the basics. The intro sequence is gorgeous, featuring two sets of attractively rendered lettering drifting ghost-



Good intro sequences, and this is certainly one of them, do not make up for inadequate gameplay.



Use the indecipherable icons to choose the ineffectual weapons.

like in opposite directions across a CAD display of your fighter ship, eventually spelling out the name of the game. But this can't make up for the fact that *Necronom* just starts too difficult and is too unappealing and unoriginal to persuade you to pick yourself up, dust yourself down, and bother starting all over again.

I should say this is a game for die-hard shoot-em-up fans, but unless you have every single example of the genre ever written for the Amiga and you really need this one to make up your set, you should steer well clear.

Marcus Dyson

Necronom
Line 1 ■ £25.99

- Not a particularly original gamestyle, and no twists to make up for that.
- Joystick response, and lack of inertia make the ship feel dodgy.
- 'Equip the Ship' routine is dull and difficult to understand.
- Graphics and sound are run-of-the-mill.
- The gameplay is... wait a minute, what gameplay?

23%

FORMATS

**...WHICH DEMO IS
CREATING THE BIGGEST
STIR IN THE UNIVERSE...**



**IS IT ANOTHER GAME
FROM THE WORLD OF U.S. GOLD?**

Experience it at your local dealer now!

Boxing, the sport of kings, where two men enter a ring in order to belt seven bells out of each other, has made little real impact on the computer-games scene. Which is surprising, considering the popularity of beat-em-ups. If you try to think of slugging tests then only Elite's *Frank Bruno's Boxing*, Superior's *By Fair Means or Foul* and Storm's conversion of Taito's *Final Blow* spring to mind, and not all for good reasons. The problem is these bouts are biased towards arcade action and against the rules of the ring. But enter Mindscape, with *4D Sports Boxing*, a vector-based bashing spectacular which puts the player in the fighter's gloves – literally!

Who is this Gym bloke?

To begin with, you've got to have a fighter, so it's off to the gym. Your prospective proponent of pugilism is created by the alteration of

4D Sports Boxing

various values (height, weight, speed, stamina and punching power), which determines what division of boxing he'll be fighting in (from the weak but nippy flyweights, all the way up to the slow but deadly super-heavyweights). To complete the picture, the colours of the boxer's jersey, trunks and even his face can be tweaked to suit your whim! Once the boxer is built to a satisfactory level, the new contender can then either be put into a try-out fight to see if he fits the bill, or blast straight into a championship eliminator against another title-hungry hopeful.

The fights can be played from either of the fighters' lines-of-sight, or from one of the stadium's various camera angles – there's even one which follows the fighters and always seeks the best view of the action. Once you've set this up, along with the level of detail and the screen size, the bout begins.

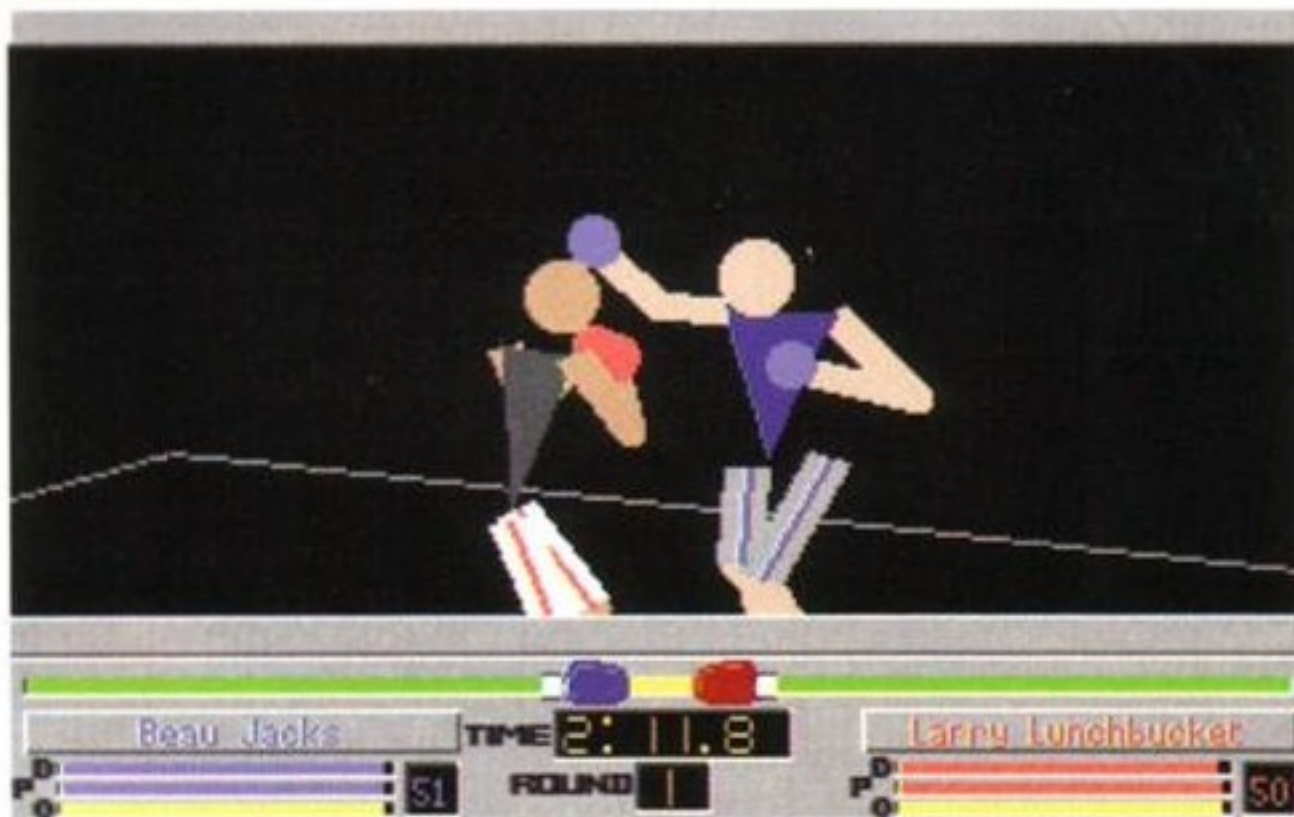
All the boxing moves you'd expect are there, straight punches, hooks, jabs and uppercuts, and they all make a resounding 'thud' when they tag the opponent's body. The other fighter doesn't just hang about and let you pour on the punches, but he dodges, weaves, blocks, and tries to dish out as much damage as you. So leaping straight in and trying to club a fighter into submission is not the most sensible strategy!

Bar brawl

Both boxers status screens contain four bars, the uppermost being an indication of the distance between the two boxers, with one each for energy, stamina and power. These have to be watched closely, because they are your guide to how your fighter is actually faring.

A little tactical chicanery is needed with some fighters – a case of wearing the opposition down a bit at a time. However, unless you keep your wits about you and your guard up, your would-be champ will be the one decorating the canvas. But if it looks like your boxer is just about to get smeared half-way across the canvas, you can throw in the towel, but this will go against you on the boxer's records!

Beau goes in for a few practice rounds with the curiously named Larry Lunchbucket. This view from the stands is cinematic but isn't much cop when the fists start flying. The fighter's eye perspective is good but a little to real – ie your head gets whacked every few seconds. It is good to have the choice and fun to use when you're not playing for keeps.



At the heart of the action and it's good fast stuff. The polygon boxers look daft when they're still, but during the fight they're the biz.

Depending upon who wins the bout, either your fighter (or your opponent) gets a nice little earner, so the aim of the game is to keep going to the top, earning as much dough on the way as you possibly can. Once you're there, you've got to stay there!

A hop, a skip, a right to the jaw

This fight game may not exactly be over-exciting to look at, but it plays well. The level of graphic detail determines the speed of the game – on maximum detail things have a tendency to slow down a touch, whereas using the

Manufacturing your boxer is simple, but building a winner is tough. These basic stats can be beefed-up with gym work later. So here the real question is what weight you want to fight at.



bare bones (with matchstick boxers) things fly along. Each bout is preceded by animations, which the eager can jump through, which look good and add that all-important touch of realism. The staggering amount of views give you not only the option to look at the battle from your own eyes, but from those of your opponent, and a wealth of camera angles (there's an especially nifty overhead view) which increases the TV feel expressed in the title. Add to that some well-placed samples and an excellent thumping soundtrack, and the package is complete.

4D Sports Boxing, with its excellent presentation and adrenaline-pumping action is enough to get anybody from the weediest wimp to the likes of Evander Holyfield himself sparring away from the word go. It's still a beat-em-up, but one with style and depth – much like the sport itself and as such, some folks will love, some will find it shallow and some will try to ban it. *4D Sports Boxing* is the best implementation of the noble art so far and anyone who has ever wanted to be a contender, but doesn't like being beaten senseless, should give it a try.

Robert Swan

4D Sports Boxing Mindscape ■ £25.99

- The action of the ring, from the comfort of your armchair!
- Brilliant presentation, clever samples and fairly rapid filled 3D graphics.
- Can prove sluggish in full detail mode.
- Needs 1Mb, and an external drive cuts down on disk-swapping
- The best boxing game (however few there have been) to date.

Verdict 79%
AMIGA FORMAT

Proton Software

Special Offers £2.99

Amiga

Airball
Electronic Pool
Goldrunner
Goldrunner 2
The Grail Adventure
Jug
Jupiter Probe
Leatherneck
Major Motion
Slaygon Adventure
Slipstream
Soccer
Tanglewood Adventure
Tetra Quest

Accessories

General

Mouse Pad.....£1.99
Mouse house.....£1.99
Copy holder.....£2.99

Disk boxes

3.5 120 with lock.....£8.00
3.5 100 with lock.....£6.00
3.5 80 with lock.....£6.50

Cleaning kits

3.5 drive head cleaner£1.99

Joysticks

Comp Pro 5000.....£11.99
Quickjoy Jetfighter.....£12.99
Quickjoy Topstar.....£19.99
Quickshot I.....£8.99
Quickshot II plus.....£8.99
Quickshot II Turbo.....£9.99
Speedking + Auto.....£10.95

Free game of our choice when you spend more than £25 on accessories.

A 12 Game compilation

Goldrush

by Soundware International
£14.99

- Airball
- Electronic Pool
- Goldrunner
- Goldrunner 2
- The Grail adventure (1 Mb)
- Jug
- Jupiter Probe
- Major Motion
- Slaygon Adventure
- Soccer
- Tanglewood Adventure (1M)
- Tetra Quest

Top Titles			
4D Sport Boxing	£17.99	Magnetic SCP Collection	£20.99
Addicted to fun	£14.99	Manchester Europe	£17.99
Agony	£17.99	Medieval Warriors	£16.99
Barbarian 2	£17.99	Midwinter 2	£25.99
Blues Brothers	£17.99	MIG 29	£28.99
Breach 2	£20.99	Monkey Island (1Mb)	£20.99
Buck Rogers	£20.99	Moonstone	£20.99
Captain Planet	£17.99	Napoleon 1	£20.99
Cardiaxx	£17.99	Nebulus 2	£10.99
Champions of Kryn	£20.99	Necranom	£16.99
Chessmaster 3000	£17.99	Never Ending Story II	£16.99
Cricket (1 Mb)	£9.99	Pitfighter	£17.99
Cruise for a corpse	£20.99	PGA Tour Golf	£17.99
Death Knights of Kryn	£20.99	Pool of Radiance	£20.99
Deuteros	£17.99	Prince of Persia	£17.99
Double Double Bill	£25.99	Race Drivn'	£17.99
Elf	£17.99	Railroad Tycoon (1Mb)	£25.99
Elite	£17.99	RB12	£20.99
Eye of the Beholder	£20.99	Realms	£20.99
F15 Strike Eagle 2	£25.99	Rise of the Dragon	£28.99
Falcon Classic Collection	£28.99	Robin Hood	£17.99
Final Blow	£17.99	Rodlands	£20.99
Final Fight	£17.99	Rugby World Cup	£17.99
Formula 1 3D	£17.99	Secret Silver Blade (1 Mb)	£20.99
Game Pack 1	£36.99	Silent Service 2	£25.99
Game Pack 2	£36.99	Sim City/Populous	£20.99
Game Pack 3	£36.99	Space 1889	£20.99
Golden Axe	£17.99	Star Collection	£14.99
Hard Nova	£17.99	Starflight 2	£17.99
Harpoon (1 Mb)	£20.99	Super Sim Pack	£20.99
Hero Quest	£17.99	Supér Space Invaders	£17.99
Hunter	£20.99	Terminator 2	£17.99
Intersound	£21.99	The Cool Croc Twins	£17.99
Interspread	£21.99	The Simpsons	TBA
Interword	£21.99	Their Finest Hour	£20.99
Jack Nicklaus Unltd Golf	£20.99	Their Finest Missions	£10.99
James Pond	£6.99	Thunderhawk	£18.99
Jimmy White Snooker	£20.99	Thunderjaws	£17.99
Kick Off 2	£14.99	Tilt	£16.99
Kick Off 2 The Final Whistle	£9.99	Toki	£17.99
Kings Quest 5	£28.99	Traders	£17.99
Knightmare	£20.99	Turrican 2	£17.99
Last Ninja 3	£17.99	Warm Up	£17.99
Lemmings	£17.99	Wings (1 Mb)	£20.99
Life and death	£17.99	Wonderland	£20.99
Lord of the Rings	£20.99	WWF Wrestling	TBA
Magic Garden	£17.99	Naksha Mouse	£26.00
Magic Pockets	£17.99	1 Meg Upgrade	£30.00
		1 Meg Upgrade inc clock	£40.00



- **Air Combat Aces**, by Ubisoft. Our price **£20.99**
- **Air Sea Supremacy**, by Ubisoft. Our price **£20.99**
- **Battle Isle**, by Ubisoft. Our price **£TBA**

"Not only does the Suberb Presentation put this game far above most others, it has been designed with the general gamesplayer in mind and is very accessible and highly playable" (The One)

- **Unreal**, by Ubisoft. Our price **£20.99**
- **Music Master**, by Ubisoft. Our price **£32.99**

"Create or modify your own Sound samples and compose at will. Music master transforms your computer into a synthesizer"

- **Pro Tennis Tour 2** by Ubisoft. Our price **£20.99**
- "The best just got better - Pro Tennis Tour 2 puts the titles of the world within your grasp! 90%" (The One)



111 Station Road, Suite 1, Lower Stondon, Beds, SG16 6TP. Tel (0462) 851855 Fax (0462) 851898

VISA

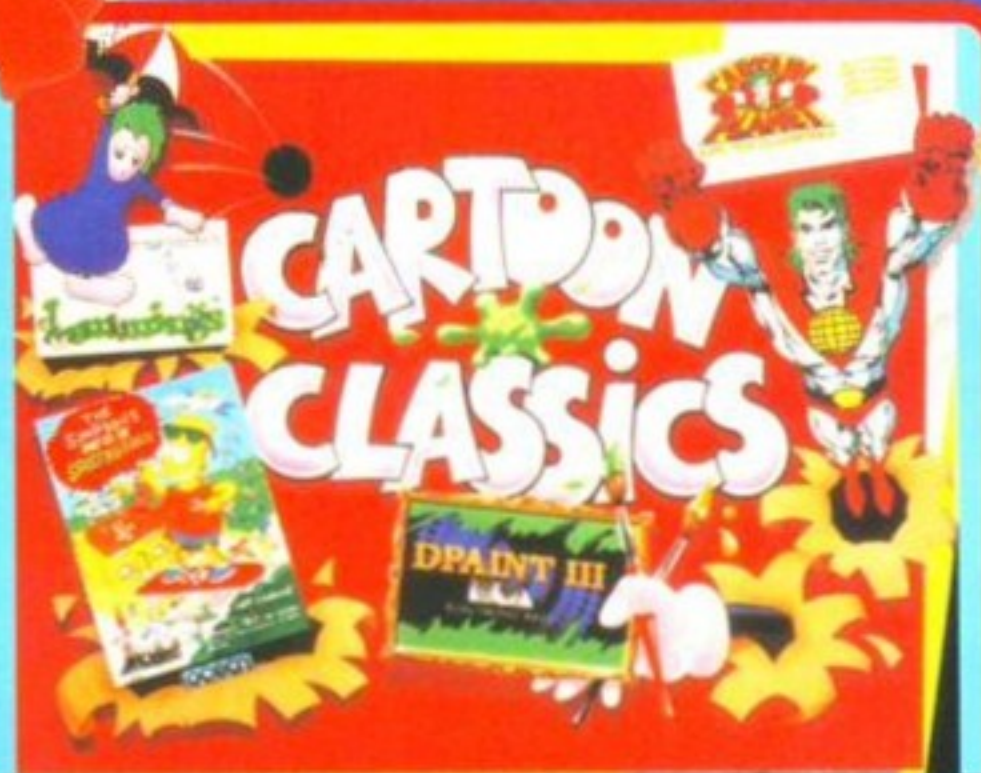
ENTER THE WORLD OF FANTASIA WITH COMMODORE
AND ATARI HOME COMPUTER SYSTEMS

FANTASIA

Entertainment & Leisure Ltd



**AMIGA 500 +
CLASSICS PACK**
RRP. £399.00
FANTASIA'S Price
£359.00



Advanced home computer with powerful 1mg RAM. Professional style keyboard and mouse. T.V. modulator and built-in disc drive for 3 1/2" disc. Pack includes 3 cartoon games. "The Simpsons", "Lemmings" and "Captain Planet" and "Delux Paint II" to create your own cartoons.

AMIGA 500 + CARTOON CLASSIC'S XTRA PACK 1.

Top Quality joystick + The Simpsons, Lemmings, Captain Planet, DP2 + Gremlins 2, Interceptor, Nebulos, Football Manager, Las Vegas, Star Ray, Quadralien, Eyes of Horos, Star Goose, Battle Valley

FANTASIA DEAL: £385.00!

AMIGA 500 + CARTOON CLASSIC'S XTRA PACK 2.

Top Quality joystick + The Simpsons, Lemmings, Captain Planet, D Paint 2 + Datastorm, Dungeon Quest, E-motion, Grand Monster Slam, Kid Gloves, Powerplay, RVF Honda, Shuffle Puck Cafe, Soccer and Tower of Babel

FANTASIA DEAL: £385.00!

All Amiga 500's are the new 500 Plus models with 1MB RAM, work bench 2.04 + enhanced chips for improved graphics.



NEW!

£304.99
SEE FANTASIA SPECIAL OFFER

Atari 520 ST Discovery Pack Inc:
3 1/2" Floppy 512K RAM TV modulator
Midi parts 4096 colours. Free Joysticks

Anarchy
Dragons Breath
Indiana Jones
Super cycle
Control ACC
Emulator ACC
First Basic
Neochrome
St Toll

AMIGA MONITOR



Philips CM8832/11 stereo Colour Monitor All our monitors are of UK specification are covered by a 12 month warranty and come with a connection cable. **£219.99**

AMIGA MONITOR



Atari SC 1435 Colour Monitor Atari medium resolution colour monitor. Compatible with all Ataris. Connection lead included. **£249.99**

COMMODORE CDTV

Package includes:
• CDTV player
• Remote control handset with batteries
• 'Welcome - A guide to CDTV' disk with Caddy
• Instruction manual
• Connecting cables to RF input & to audio
• One year warranty 'return to base'
Plus two other titles
Hutchinson's Exyclopedia - 25,000 entries, 7,000 biographies and 250 tables
Lemmings
Fantasia deal: **£465.00**

AMIGA 1500 Pack

Includes:
Battle Chess
Populous & Promised Lands
Sin City & Terrain editor
The works - Platinum editor
Their Finest Hour
Delux Paint III
Fantasia deal: **£675.00**

A500 Class of 90's £459.99
A500 512K RAM exp £44.99
A590 20 meg HD 0MB RAM £279.99
A590 20 meg HD 1MB RAM £329.99
A590 20 meg HD 2MB RAM £379.99
Cummana ext drive Amiga £59.99
Atari ext drive inc Free Software .. £74.99
Atari Family Curriculum
(Call for details) £339.99
Quick Joy Turbo Joystick £8.95
Atari or Amiga

PRINTERS

Citizen Swift 9 £199.99
Citizen 120D £149.99
Citizen Swift 24 (192CPS) ... £299.99
Citizen 124D (120CPS) £210.00
Star LC10 Mono £call
Star LC24/10 Mono £call
Star LC 200 Colour £call
Star LC 24/200 Mono £call
Star LC24/200 Colour £call

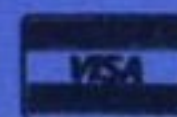
FANTASIA ALSO SPECIALISE IN SEGA, NINTENDO AND ATARI GAMES CONSOLES. CALL FOR PRICES.

MAIL ORDERS
SALES & ENQUIRIES DESK
0202 514533

FAX: (0202) 293456

FANTASIA ENTERTAINMENTS & LEISURE
18 MAGNOLIA HOUSE · RED HILL DRIVE
BOURNEMOUTH · DORSET

OPEN SIX DAYS A WEEK - MON-SAT 9-5.30



ALL PRICES INCLUDE V.A.T.

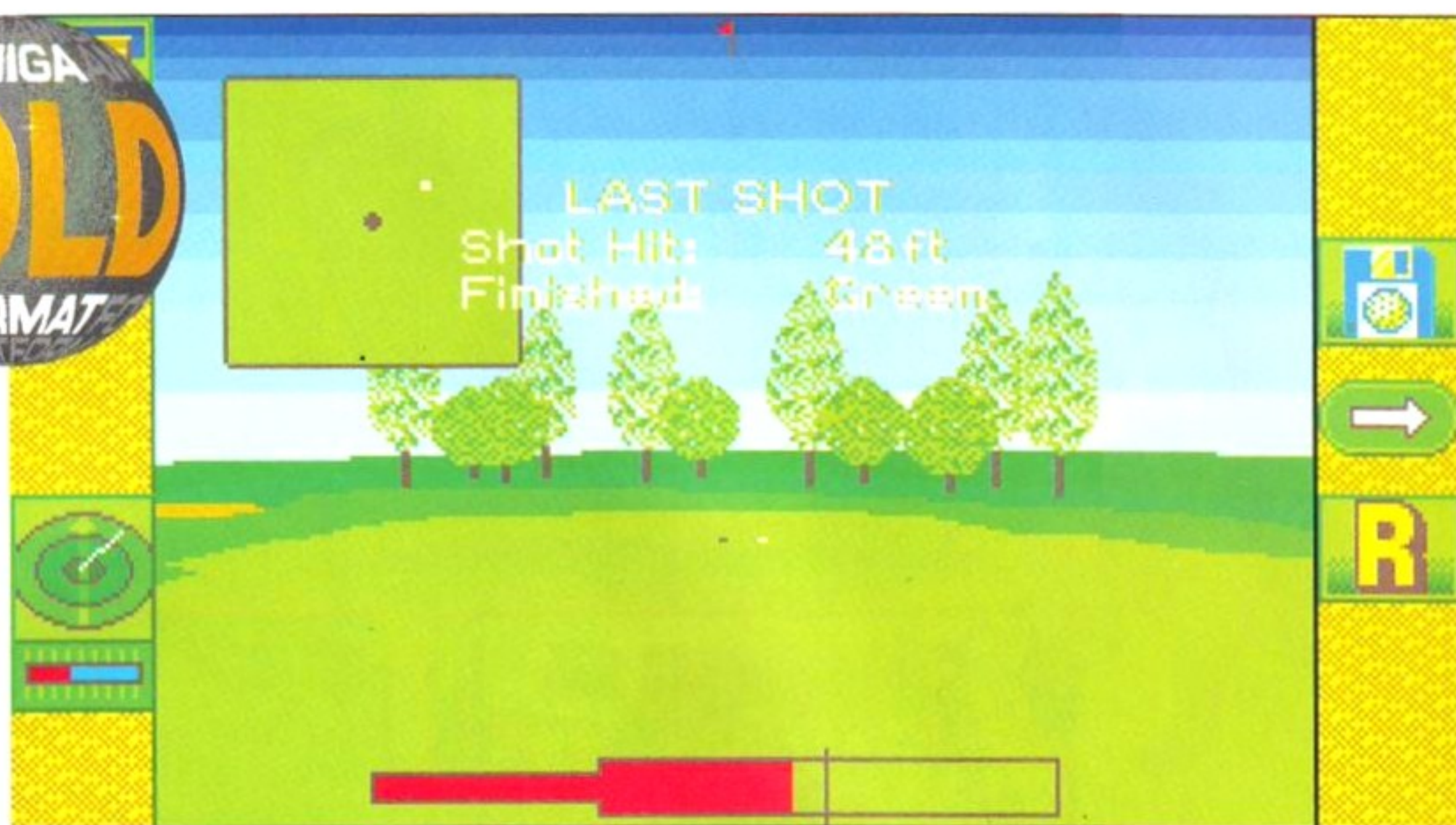
Delivery charges UK Mainland
HARDWARE: £8.00 + VAT per box
SOFTWARE: Postage paid

Subject to availability despatch is normally effected within 2 days from receipt of cleared payment. Please allow 5 working days for cheque clearance. All orders will be fulfilled up to 28 days unless otherwise notified.

All prices and manufacturer's specifications are subject to change without notice. Please check suitability with the manufacturers before ordering. Goods are not offered on trial basis. Goods are offered for sale subject to our standard conditions of sale - available on request.



MicroProse are now ruling the warring world with their awesome array of simulated firepower – Stealth fighters, M1 tanks, Apache gunships and F-15s. Their latest simulation is different though, as it's possible for most of us to check its accuracy. None of us will fly an F-117a, but we can all nip down to the local pitch-and-putt for a round of golf. MicroProse's reality reputation is on the line; do they make the par?



"Yo the man!" As those American golf fans are so prone to shout. The 'man' here is obviously not 'the man' in question as he has missed the hole. Hitting replay, though, could show exactly where the green breaks (and who broke it)!

Eagle

True to form the software cubists have created their golfing world from polygons, just like their flight and fight sims. This visual step is initially hard to come to terms with, but it gives it an individual edge. The obvious mix of polygon greens, vector graphic bunkers and sprite players takes golf from the world of games and into the realm of simulations.

The sport is simple in concept – stand in a field, hit a small hard ball with a stick towards

MicroProse Golf

a little hole – but total control of the club, stance and swing is really needed if you are to be able to play well. Simulated golf has to exhibit a similar skill progression structure, so experienced players perform far better, but also be easy enough to allow beginners to tee off painlessly.

Control is the key to *MicroProse Golf's* success. The system it uses is flexible enough to allow trick shots but demanding enough to test an expert's accuracy. A single mouse click initiates the swing, and its height is traced in a circular arc behind the player. Another click stops the upswing and starts the down stroke, which traces a second arc as the club approaches the ball. It's at this point that *MicroProse Golf* differs from the norm.

The swing, stance, club choice and the lie of the ball all affect the timing for the vital third click which determines when the ball's actually 'hit'. This ideal moment is shown as a small highlighted area on the downstroke arc and the trickier the shot, the smaller this 'window of opportunity' becomes. Try to hit the shot harder or further and the window shrinks

Bruce Forsythe does it, Tarby does it, even Nigel Mansell does it. Now MicroProse are trying their hand at golf, but are the techno-warheads going to score a birdy or a bogey...

to a single pixel, play within the club's range and the window stays wide.

The flexibility of this stroke system is exquisite, giving players the ability to punch out, slice right and hook left if you need a Sevy-esque tweak to escape a bunker. You have total control of each shot because the exact parameters of a 'perfect' stroke are displayed and it's up to you to twist them to suit your own ends.

Once you're face-to-face with the flag then another break with golfing tradition becomes obvious. Golf games have been notorious for featuring uncalibrated putting power bars, so the skill lay in working out how the scale related to distance. *Golf* tells you the ideal amount of power to put into every single putt, for a level green of medium pace.

Hole	P	SI	1	2	3	4	Hole	P	SI	1	2	3	4
1	413	4	15	6	5		10	401	4	5	6	5	
2	154	3	8	3	3		11	464	5	4	9	5	
3	418	4	13	4	5		12	352	4	14			
4	476	4	10	6	4		13	357	4	17			
5	492	5	16	8	6		14	168	3	6			
6	401	4	12	5	3		15	414	4	7			
7	369	4	1	4	6		16	475	5	11			
8	186	3	3	5	4		17	93	3	18			
9	411	4	2	4	5		18	506	5	9			
			3320	35	45	41				3230	37	15	10

655072
Handicap 28 10
Score

1: Trenty (+16) 2: Paul Cezanne (+7)

Between each hole you get to mark up your card. This shows exactly where you stand in the competition. Why is it that popular impressionists are always golfers: Russ Abbot, Mike Yarwood, Renoir...

AMIGA FORMAT

122

JANUARY 1992



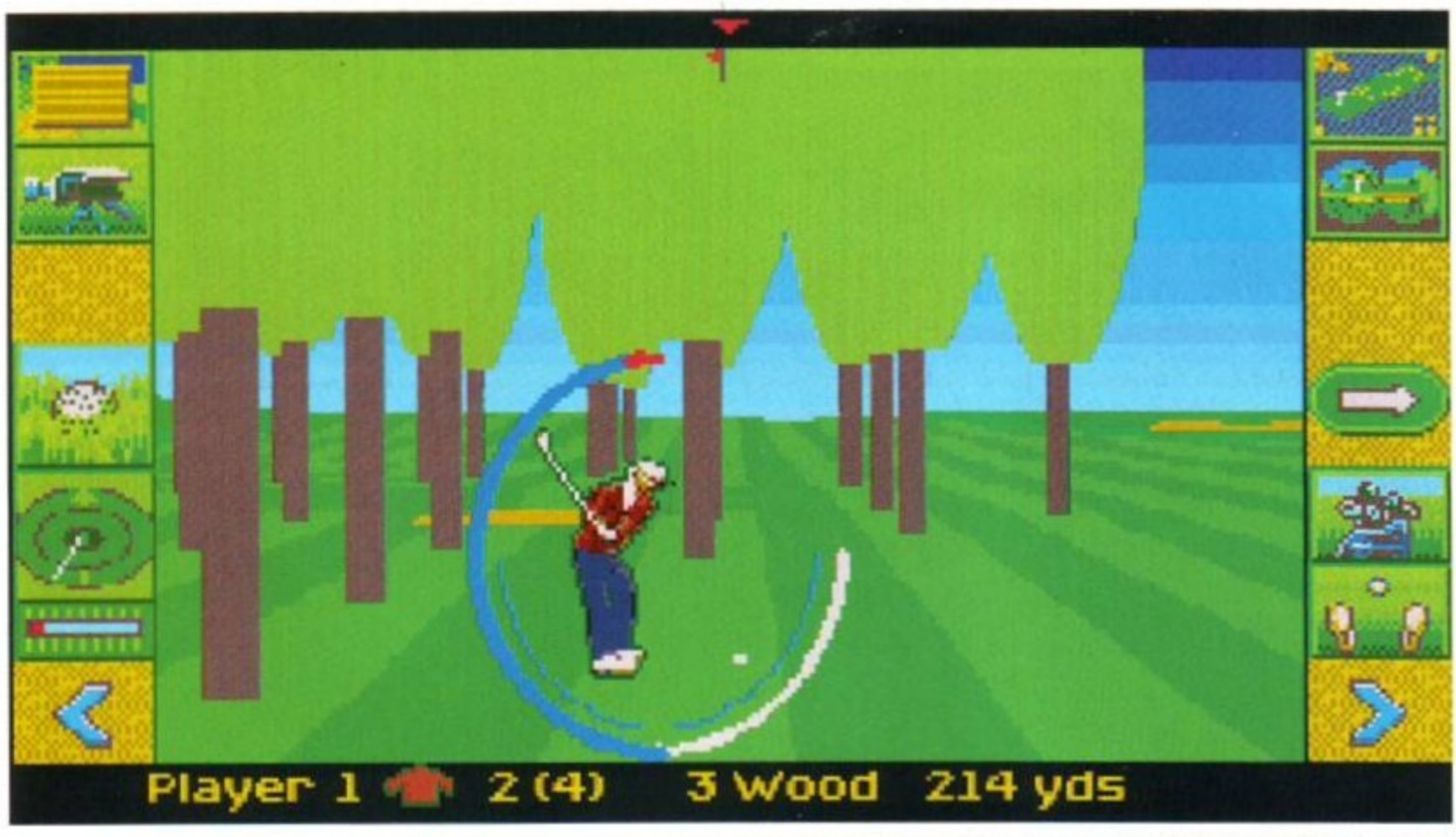
At the beginning of each hole a map is displayed. It shows the lay of the land and is used to line up your shot in terms of direction and range.



Nice shoes, very Paine Stewart! How you stand affects your swing. So for certain shots (especially lofter and chip shots) it pays to move your feet.



Tee time (ow)! The height of the tee does lots of weird things to the flight of the ball. So choose the correct set-up to suit both the shot and conditions.



Taking a drive in the woods can be hazardous to your handicap. The trees here may look a little lame but they prove to be a match for all but the very best. If you get wooded, it's always best to play for the fairway and not the pin.

The penalty for such help is that you never get a level, medium-paced, green, so adjustments have to be made for each hole. A subtle difference, this mechanism forces a shift of focus from reading a power bar to reading the greens.

Birdie 2

Golf isn't just a sweet strokeplay sim. It squeezes every last drop of flexibility from both its 3D polygon environment and real world sport. Five spectacular camera angles allow each shot to be followed in true TV style. Each hole's horrors can be viewed with a zoom facility that races a camera down the fairway and straight to the hole, a stroke-by-stroke guide of where not to hit.

When you get to the green the player options really come into their own. To help you read a green for the slope and break, an overlaid grid is used to show up any irregularities in the putting surface. To check that the line breaks aren't just monitor tricks, you can view each putt from the side and behind the hole. These views give vital clues that only

MicroProse Golf is definitely top of the order of merit on the Amiga tour.

fools and the heavily handicapped dare ignore. Good shots are rare birds – eagles or albatrosses! – so you always want to see them in replay, maybe even store them for posterity. Once again the player comes first and on hand at all times are replay facilities and 'save shot' options are offered – so golden golfing moments can be saved forever. Quite who you'd show them to is another matter, but it's comforting to know they're there.

Par 4

Golf offers ultra-fine control for the players willing to read the huge manual. Stance can be altered to affect the outcome of a shot, the ball height on the tee is controllable as is the position of the tee itself. The wind gauge is easily read – unlike earlier golf games – thanks to the use of a simple radar-style display and power bar. Both must be read and adjusted for if your shot is to end up on the correct fairway. These features combined with the elegant stroke sys-

Continued overleaf

PRACTICE MAKES PERFECT – OR AT LEAST LEVEL PAR

Club: Driver
Aim: 305 yds

Clicking on the fairway sets your golfer's aim. The yardage and flight-path of the ball show if the shot will clear any hazards.

When you're doing well, but you're not doing great it's not time to call in the DTI but time to practice. As MicroProse Golf is more a simulation than a straight game, it really pays to spend some time on the driving range exploring every angle of play from the swing to stance. Both a driving range and a putting green offered for practice by the MicroProse club house. Extensive use of both is highly recommended.

Tee choice - Players can choose the height of the tee and its position.

Wind direction - The radar-style scope shows where the wind's coming from.

Flip course - If you're unsure about a shot check it out from another view.

Proceed to tee - This icon always moves you on to the next screen or shot.

Adjust stance - Particularly important when you're in bunkers or trouble.

Choose club - The computer doesn't always pick the best stick, so check!

Return to main menu - If you've had enough, or want to start another game.

Wind power - No not Viz style, this shows the wind's strength.



With all the serious business taken care of, set up the view of the shot you want. Most are spectacular panning and swooping affairs that turn the stomach.



Once you've set everything up then it's time to drive. Click on the arrow to start the swing and wait for the little bloke to wind up his hitting power.



After the tee shot it's always wise to check out which clubs are best for the second shot. Is the computer's choice best or maybe you know better?



TAKING THE CADDY' OUT FOR A DRIVE

Confused and beaten golfers can return to the main menu at any time.

Camera angle - Brings up the camera-selection screen.

Wind direction -- The golfer's in the centre and the wind blows away from them.

Wind strength gauge. The more red the more wind!

Rotate player.

Flag position.

Player's direction.

With the player removed the swing-ometer is easily understood. The dotted line shows the potential 'controlled' swing while the blue-and-white line traces the downstroke. The white area shows the ideal time to hit the ball on the down-swing, click NOW!

Return to map view.

Zoom down the course with this facility, it starts a rollercoaster ride straight to the flag.

Set tee position, at the start of a hole.

Proceed with shot.

Open club selection screen.

Adjust footing. This is particularly important when in the rough.

Player 1 0 (5) Driver 452 yds

AMIGA FORMAT

JANUARY 1992

tem ensure that time spent on the driving range is time saved from the bunkers.

Golf isn't just about winning though, it's important but it is not the sole driving force. It's about improving your game, round after round. Using a system borrowed from its flight sims, *MicroProse Golf* introduces an escalating system of challenge and reward. The real thing thrives on handicaps, where lesser players are compensated with 'free strokes' to make matches fair. To emulate this a player can be saved to disk after a good round, which slowly lowers their handicap and makes the game tougher. Victories that rely on 'free' shots seem hollow once your handicap falls.

Double bogey

MicroProse's sim isn't fast, it's played at a steady stroll. Each shot takes a few seconds to line up and there are brief pauses while the screen is redrawn after a change of angle. In the old world of computer golf pauses were common, here they are brief by comparison.

The weakest part of the game is no doubt its sound. Golf the sport is not noted for its dynamic noise, but only the swing sounds good here. The ball dropping into the hole is just a dull pop - still a welcome sound on a tricky green - while hitting sand or water is as disappointing as it is disastrous. Such sound problems are a slight handicap, but they don't ruin Golf's card.



Here you have on offer everything that a budding tee merchant could wish for. There's a bag full of clubs, six different courses too and a variety of matches to choose from, but only one skill level - yours! *Golf* easily makes the grade in the options department but it is its balance of playability and accuracy that make it an albatross all the way.

MicroProse Golf is top of the order of merit on the Amiga tour. Its strong simulation roots allow it to borrow gameplay tricks direct from its source sport. It fleshes out every facet of the game from stance, through to club selection and shot choice. Folks seeking a few

Gentlemen choose your fate! How will you be defeated in a tournament, a best-ball, medal threesome or a skins match - although the last two would sound more at home in the small ads in The Sunday Sport. Entry to certain matches are restricted to saved and handicapped players - no novices!

quick holes, can play on novice level unhindered by the wind or handicap. Serious green stalkers can take the time to scour the manual for clues on how to improve their swing.

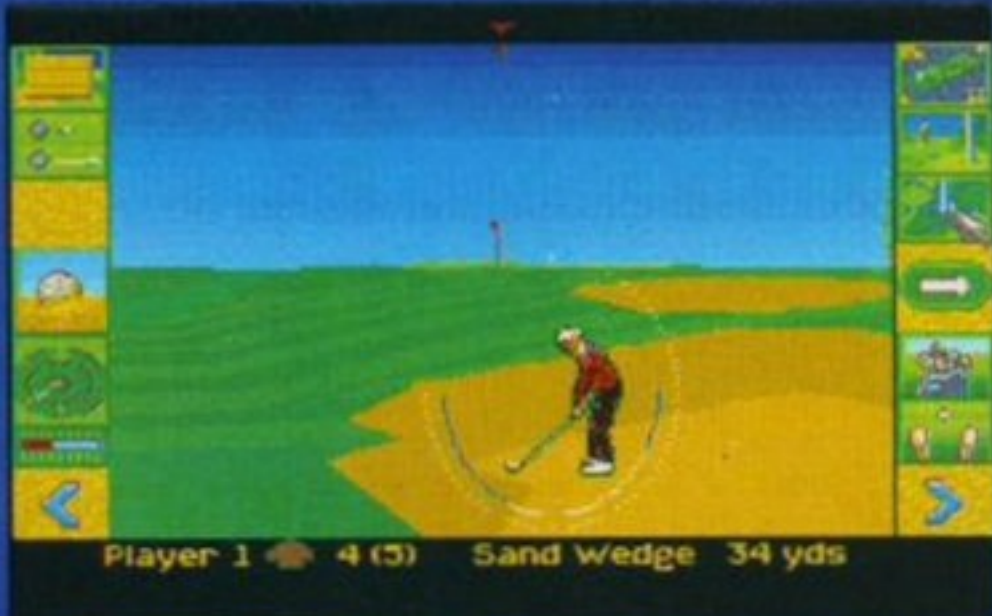
MicroProse Golf is a simulation, not a game, so those who stick with the program will gain most from it - there's enough gameplay here to keep even Messers Faldo and Woosnam clicking for months! The 19th hole was always considered to be the golf club bar, but with *MicroProse Golf* doing the rounds it could well now be df0:.

Trenton Webb

MicroProse Golf
MicroProse ■ £30.99

- All the options you'd expect and many, many more.
- Handicap system allows early victories and spurs later learning.
- Strong mix of vector graphics and sprites.
- Player-centric nature is reassuring.
- A toughly realistic golf simulation that goes straight to the top of the leaderboard.

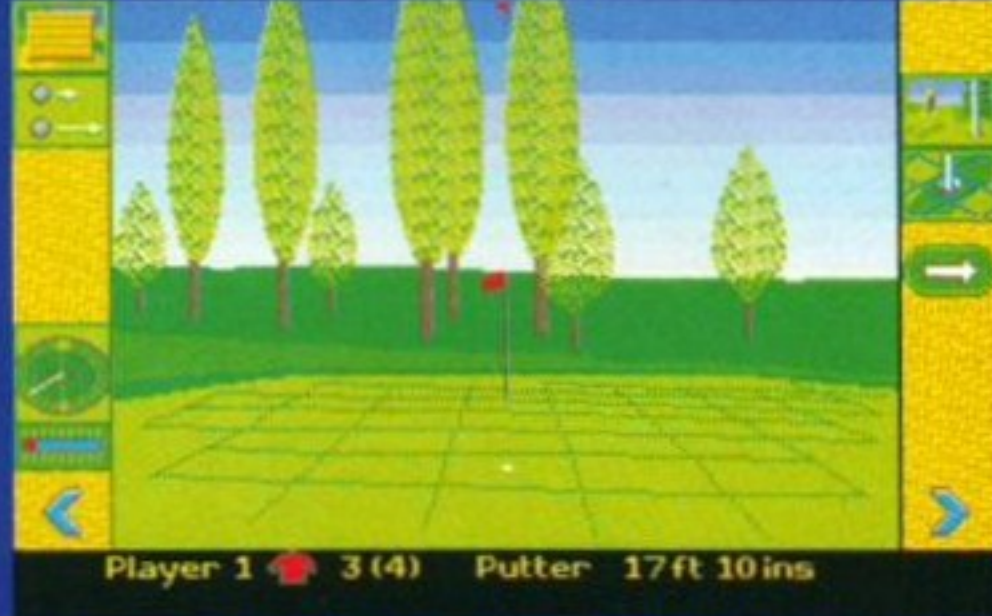
Verdict 90%



Ending up in a bunker has one advantage, you know which club to use - a sand wedge! Playing from sand depends on the lie, if it's buried so are your chances.



Once on the green check its speed. The pace of the green refers only to the cut of the grass, not the slope. You have to find that out the hard way!

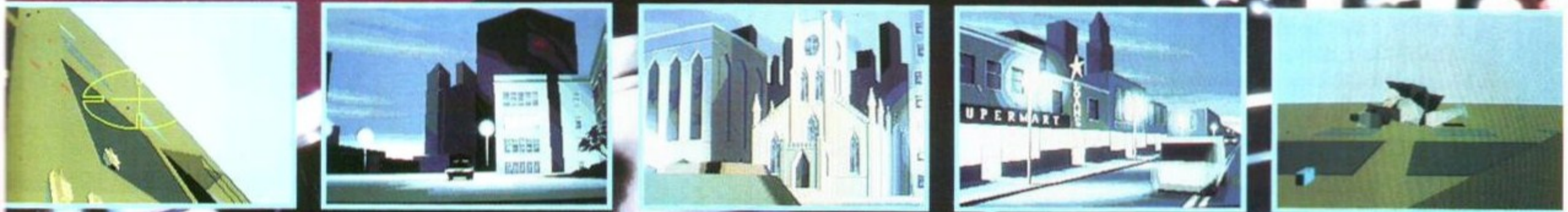


One final check is always worth it. Using the grid you can view the hole from the front, the side and behind the ball. Luckily this one's real flat.

..TOTALLY UNIQUE...FAST 3D POLYGON...A NEW GENRE..

ROBOCOR™
3

...PICTURES SPEAK FOR THEMSELVES



TM & © 1991 ORION PICTURES CORPORATION.
ALL RIGHTS RESERVED.

ROBOCOR™ 2

THE MOVIE
AVAILABLE ON VIDEO IN YOUR LOCAL STORES
NOW

ocean®

OCEAN SOFTWARE LIMITED · 6 CENTRAL STREET · MANCHESTER · M2 5NS
TELEPHONE: 061 832 6633 · FAX: 061 834 0650

SPECTRUM · AMSTRAD · COMMODORE · ATARI ST · CBM AMIGA
IBM PC & COMPATIBLES





With echoes of the gamestyles of yesteryear, *Fuzzball* mixes up classy cute graphics and hard-nosed wagging arcade gameplay.

Life is hell, at least it is if you're a fuzzball on a mission from God - well the local wizard really. You're the blue fluff ball that spits deadly shots to slay the fuzzball invaders. Leaping around between platforms you have to collect all the jewels, kill all the monsters and stay alive. What could possibly be easier...?



Fuzzballs have become a problem. Springing from a sorcerer's magic box, the fluffy critters have taken over his tower. You, the sorcerer's apprentice, have turned yourself into a fuzzball too and as punishment are sent up the tower to round the others up. If you complete this penance then the wizard will turn you back into human form; fail and you're a fuzzball for life.

The tower provides one part of this tricky problem, the fuzzballs themselves are another.

At times Fuzzball would start Mother Teresa cursing, but once she got a high score...

Fuzzball

The tower is a platform palace, crammed with small ledges which provide an ideal hiding place for the escaped fluffies. The final twist is that the fuzzballs have raided the wizard's treasure room and scattered his considerable horde of gems about the place. Every single last jewel has to be collected and every fuzzball exterminated if you are to regain human shape. If you think this sounds easy! Then think again!

The trouble with tribbles

The trouble with fuzzballs is that they won't stay dead. Shoot one and they shrink into a tiny ball. At this point you have to leap onto the fallen fuzzball to nudge them from the ledge. Fail and they return in a tougher purple form which takes far more shots to kill.

If they are shot and left to regenerate again they turn black and that's bad news. Not only are black balls harder to hurt but they have a limited intelligence. The instant you shoot one they actively seek you out. Fail once more to top the critter and the fuzzball turns red. At this point they no longer wait to be shot, but just come hunting for your hide.

The upside of this vicious little trait is that the harder the colour, the greater the points value. Points are the key to success in *Fuzzball* as for every 100,000 an extra life is earned. Luckily 100,000 isn't that high a total and forcing the fuzzies to cough up the necessary extra points for a bonus life has a peculiarly just ring to it.

The delicate balance between player points and punishment is continued through the game's time limit. If you fail to clear the level within a set time - the time limit isn't displayed, but is generous - then a horde of bats escape and kill you. The first time this happens it feels real vicious, not just unpleas-



Slick intro's are currently in vogue and this one's a doozy. It has strong Fantasia overtones and sets the tone for this cutesy romp.

Even the early levels of *Fuzzball* have a tight gameplay feel. This is level three and already there are some real nasty moments. The tennis ball in the bottom right bounces in an evil pattern, passing through the platforms, killing any fuz' folk they touch.

ant, not just nasty, but downright unfair. But, when the screen clears however and you restart the level, it's been cleared of all the fuzzballs and fatal traps. This allows you to romp home, get the goodies and get out.

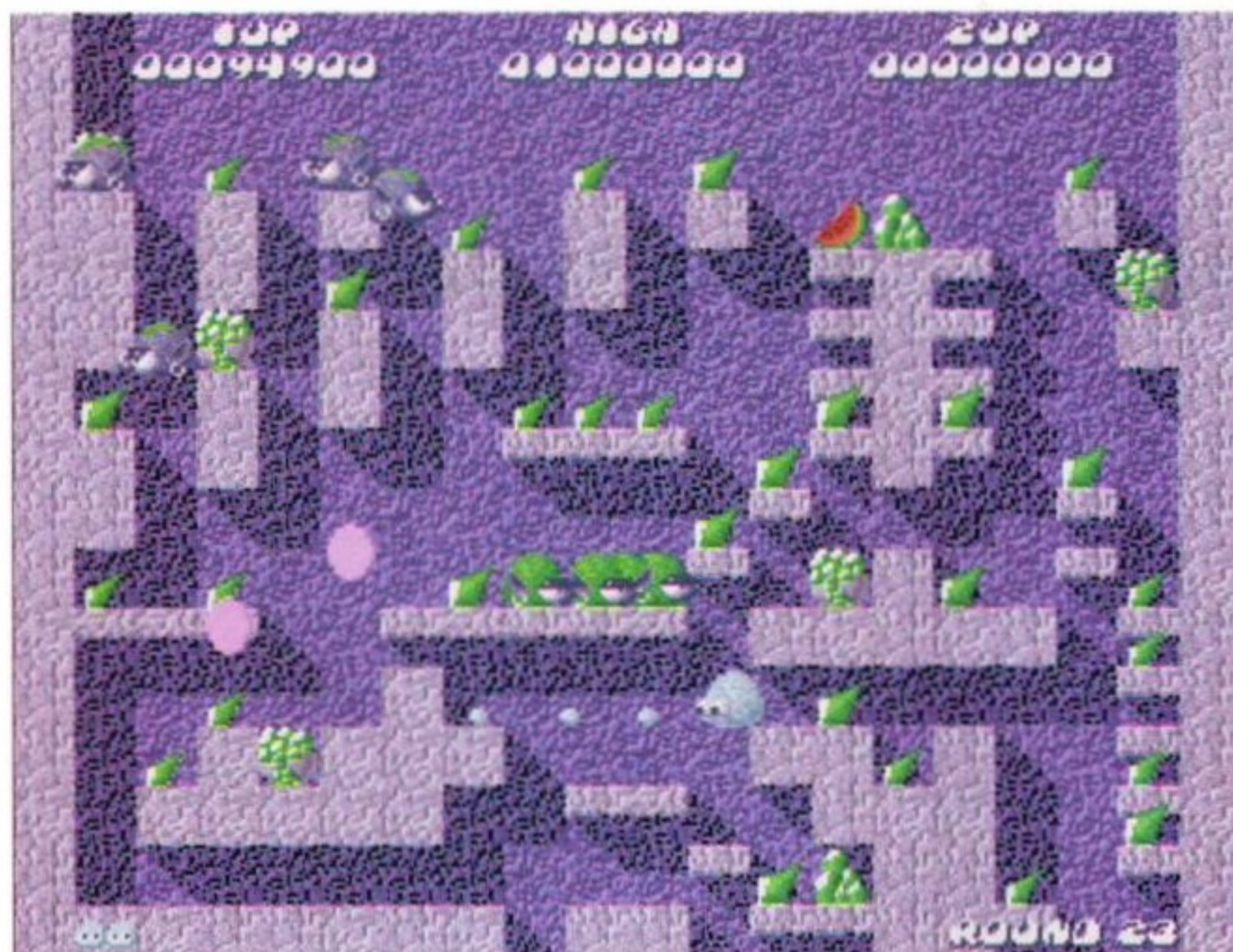
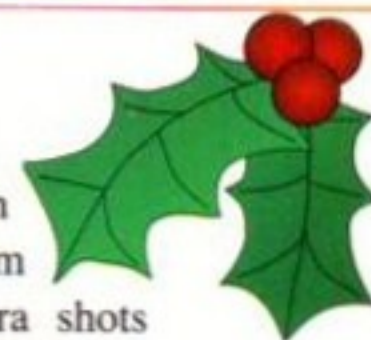
The final part of the equation is the expected high level of 'stick skill'. The maps are require pixel perfect jumps both to reach the safety of solid ground and to avoid the fuzzballs. Many platforms can be jumped through on the up too, so it's vital that you watch the skies as well as the floor. If you hit a beastly on the hop then you die in most annoying fashion. But, if you insist on doing silly things you deserve to suffer. A fuzzball's life is a harsh but fair one.

Level headed

Fuzzball is not just a leap and shot number, each set of levels has a theme and their own particular hazards. The ice level for instance, tests control by adding a skidding momentum to each stopping move. It doesn't make life easier, but it sure makes life more interesting.

Most levels also exhibit maze tendencies, where the jewels have to be collected and the fuzzballs killed in a set order. Leap for the big shiny points magnet at the beginning of the round and you can find yourself safe but stuck. So each layout has to be scanned for its route in advance, if you are to avoid the frustration of ending up stuffed and sat in a corner when the bats arrive on the scene.





They look cuddly but are as vicious as hell, that's the Fuzzball way. It's a platform challenge in the classic style, but do the furry critters cut it as cuties?

Fuzzball is an exercise in control, of both your character and your temper. Despite being small and spherical you have surprisingly free movement. No fluke, this has been assessed and added into the game, with platforms and jewels in apparently inaccessible nooks and crannies. You have to calculate how to reach them and back it up with accurate joystick work. This can prove annoying, but in best puzzle style. You know why you died, and why you went wrong!

Minimalist moments

Disguising the game's vicious bite are heavy-duty cutesy graphics. The intro's awash with *Fantasia* overtones and it is System 3's best

opener to date. Once in the game the fuzzball's have an appealing minimalism. Like all classic cutesy stars, the simpler the design the stronger their appeal – just look at the *Lemmings* – and you can't get much simpler than a coloured circle with eyes. The fuzzballs all start plain and are increasingly dressed up to suit their surroundings. An array of plinkety, plink tunes do their best to keep pace with the visuals, but eventually fall foul of the volume control.

System 3 were aiming to recapture the gameplay feel of the old arcade classics and mix it with quality 1990s graphics. They have succeeded in all areas save one. Whereas everything else is fair with reward and risk balanced, the regenerative monsters are not. If a

Points make prizes, or at least extra lives. Every 100,000 points you get an extra fuzzie life, which is just as well because this game has a real tough edge to it. Each jewel earns a few points, but repeated slaying the same enemy (they regenerate) earns masses. Trouble is they get nastier every time they die, so let's be careful out there!

fuzzball is shot into black or red status and you die before jumping it in to oblivion, the game restarts with them still in ultra-hostile mode. The extra shots needed to slay them then throw this delicate skills test out of kilter. The red devils are too tough to kill from a vulnerable game restart position, and no amount of player skill can escape this trap. The reds do what reds do best, and go for the throat – although where exactly the throat is on a ball of fur isn't that clear!

Balancing acts

Fuzzball is a strong, cute, platform challenge that's best suited to the extremely patient. It has its rewards and does evoke many memories of yesteryear's playing styles, in terms of control and balance. It's when this balance is destroyed by the fuzzballs who don't reset, that it falls down. This could have been offset



The real pain on this level are the unkillable jellies. They have to be jumped over rather than on. Watch when leaping around on the closely packed platforms as jumping up into the jellies is still deadly.

with more frequent level passwords, but unfortunately these only pop-up every 10 levels, rather than at the end of each.

Fuzzball is playable and cute, but the vicious bite of the gameplay is overpowering in the early stages. Plough on and you will prosper, but you need to suffer for the points harvest to come. This one negative element has to be weighed against its fistful of excellent elements: cute graphics, neat intro, precise character control and a £19.99 price point. At times *Fuzzball* would start Mother Teresa cursing, but then when she got a high score...

Trenton Webb



Fuzzballs Chicago style. The Blues Brothers Fuzzies look relaxed and cool but one shot will put them into pursuit mode. Another trap is the lone jewel in the bottom left corner. If you go for that first then you'll find yourself trapped.

Fuzzball
System 3 ■ £19.99

- It looks very cute and very cuddly but has a really vicious bite.
- Great graphics and very slick intro.
- Finely balanced gameplay is demanding but at the same time it's rewarding.
- Regenerative bad guys make life unduly tough and hard.
- A cute platform challenge for the brave, the skilled and the patient.

80%

STRATEGY..REALITY..

MEGATRAVELLER 1

Heralded the American computer role-playing game of the year!

Based on Megatraveller by Game Designers Workshop, the world's most popular science-fiction gaming system.

Twenty-eight planets and satellites to explore in eight systems filled with exciting puzzles, dangerous subjects and interesting characters to encounter.

"Megatraveller 1 is one of the best science-fiction role-playing games ever for the computer"

"Megatraveller 1, a game that truly warrants the highest level of praise, the attention to detail makes it exceptional"

The most sophisticated character generation system ever devised: five military classes, more than seventy talents and abilities. Allows player to control character development through five services: Army, Navy, Marines, Merchants and Scouts.

TAKES SCIENCE FICTION ROLE-PLAYING LIGHT YEARS FORWARD

(Quotes taken from Dragon magazine US and Quest Busters magazine US)
Amiga and ST implementations by SteVeN Green



IBM PC SCREENS SHOWN

TEAM YANKEE

SO REAL YOU CAN SMELL THE SMOKE

The no. 1 best selling book has now turned into the no. 1 best selling game

Team Yankee is the definitive action simulation of modern tank warfare. "Team Yankee.... the critics' choice" Team Yankee is designed to test your leadership and tactical skills to the quick.

AMIGA FORMAT

Team Yankee presents a game, in a sims clothing, which when dealing with tanks has to be the perfect approach!

ACE

The blend of thought and reflexes required to play Team Yankee is exactly right!

ST FORMAT

Hunting the Red Bear has never been so much fun! You won't be able to tear yourself away from Team Yankee!

STRATEGY PLUS

This is a game and a half! The use of four screens in one is simply brilliant - at times it's almost like playing on four computers at once! I quickly found myself hooked on a genre of game which previously held no interest.

AMIGA ACTION

The tanks have been superbly animated, with great attention to detail! This has to be a must for everyone!



AMIGA SCREENS SHOWN



EMPIRE SOFTWARE, 4 THE STANNETTS, LAINDON NORTH TRADE CENTRE, BASILDON, ESSEX SS15 6DJ. TEL: 0268 541212

AVAILABLE NOW FOR
ATARI ST, COMMODORE AMIGA AND IBM PC & COMPATIBLES



If you're going to San Francisco, be sure to wear a flower in your hair." This is what Scott McKenzie told you. But if you're going to play *Cisco Heat* then forget about the flower, drive like a nutter and sound your horn continuously. This is Image Works' somewhat different plea.

Here we have a police race-and-chase arcade that's set on the streets of San Francisco - a Jaleco coin-op production! The California Highway Patrol have sealed off the roads in the city centre for a charity race to find the State's best police driver. There are no real rules to this race, other than finishing each of the stages within the allotted time limit, so breaking the speed limit, crashing and sounding your horn in a built-up area are all perfectly permissible.

Golden Gate

As the race revs up, you're offered two cars to drive. One's a classic cop black 'n' white which is fast but can't turn very easily, while the other is a modern roadster which corners well but lacks pace. No sooner have you chosen your chariot than the lights go green and the tyre screeching starts.

Racing is all about screaming along at full whack, dodging both the other competitors and rubber neckers who've strayed on to the course. Your fellow officers have to be avoided, but fortunately sounding your horn swiftly encourages the civilians aside. It's like drag racing in a London cab, with the accelerator and horn in constant use.

San Francisco lends itself this dramatic car duel for two righteous reasons: it has spectacular hills which add that roller-coaster feel to the race, and like most US cities all the corners are on right angles. So, while dodging the trams and the traffic you also have to be ready for 45 degree slopes and 90 degree bends! The road obstacles and corners dominate *Cisco*



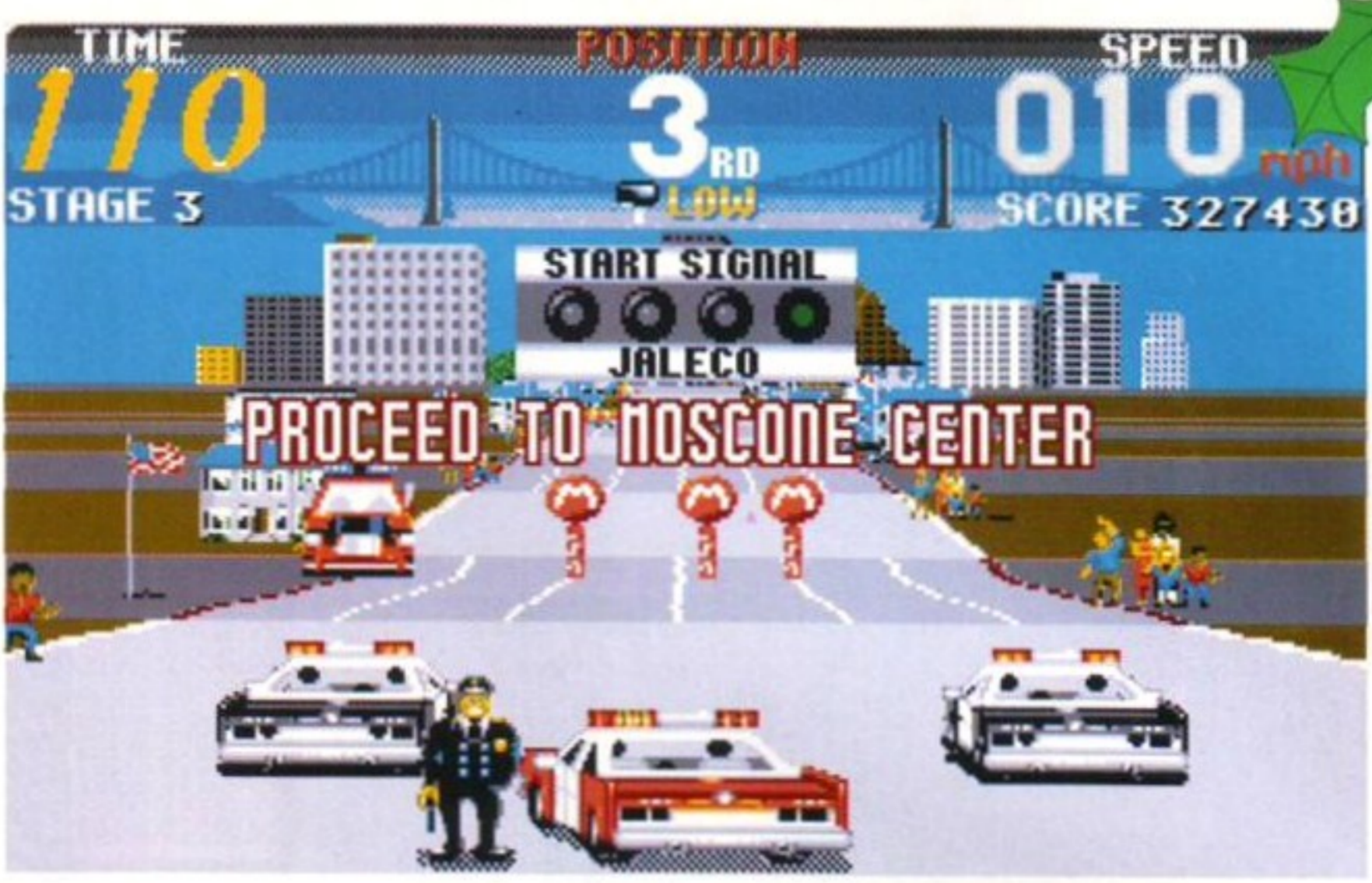
Last level time and some fool has left tumble weeds on the track. Around the bend lay killer traffic cones and oil spills.

Heat. You have to be able to spot trouble in the distance if you want to win and as the race progresses, obstacles line up to form traps that require quick stick flicks to avoid. The corners are simply a matter of timing and faith, point the motor at the right second, then hope to pull it straight on the other side.

Muscone Centre

Cisco Heat works well. The roads flash by pretty swiftly, if not exactly smoothly, and the rolling hills are as good on the computer version as they were on the arcade. The controls are positive, thoughtfully condensed from two pedals, steering wheel and gear lever into joystick and keyboard combinations. They take a

We're off for level three, which ends somewhere called Muscone Centre. Knowing the route isn't all that important, though, because large signs sit in the middle of the road telling you it's time to turn. Regardless of their size they're easy to miss when you're travelling at a ton plus. You know which way to go, it's the turning that proves real tough.



Cisco Heat



I really think that a left turn would be ever such a wise move! These are the signs of the times when you spin that wheel (joystick), squeal the tyres and write-off the motor.

Your choice of car can make all the difference to the game. This Japanese-style machine is good on the corners but lacks top-end poke and power.

little while to get the hang of but leave the drivers free to concentrate on their direction and not their driving.

The driving has translated nearly as well as the control system, retaining the nip and tuck feel that was so effective in the arcade. In the corners though, the conversion falls foul. On the coin-op you had to wrench the wheel around and hang on for grim death as the pneumatically-juddering wheel fought to break your grip. On the Amiga these tense trials are reduced to mild timing tests. The corners were *Cisco Heat's* primary claim to arcade fame, an effect that marked it out from the other car-based coin-ops. And without them the conversion loses power.

Although it really tries to make the racing grade it falls short in certain key areas. Arcade racers in general, rarely offer enough variety to sustain long-term gaming interest and *Cisco Heat* is no different. It doesn't have enough new tricks to throw at drivers to make the later stages a challenge. This makes *Cisco Heat* predictable and exposes the game's final, fatal, flaw: it's too short. Good sprite drivers will finish this course in a matter of hours and even average stick wielders should only take a little bit longer.

Nob Hill

The Amiga racing world at the moment already makes the M25 look somewhat deserted, so new car games have to offer something special if they are to survive comparison with *Lotus II* - the reigning champion. *Cisco Heat* has little to offer except the similarity with its arcade parent; and while it retains the arcade's brevity it loses the coin-op's cornering challenge. Sure, blasting through down-town San Francisco is amusing in the short term, but short-term is all you get.

Trenton Webb

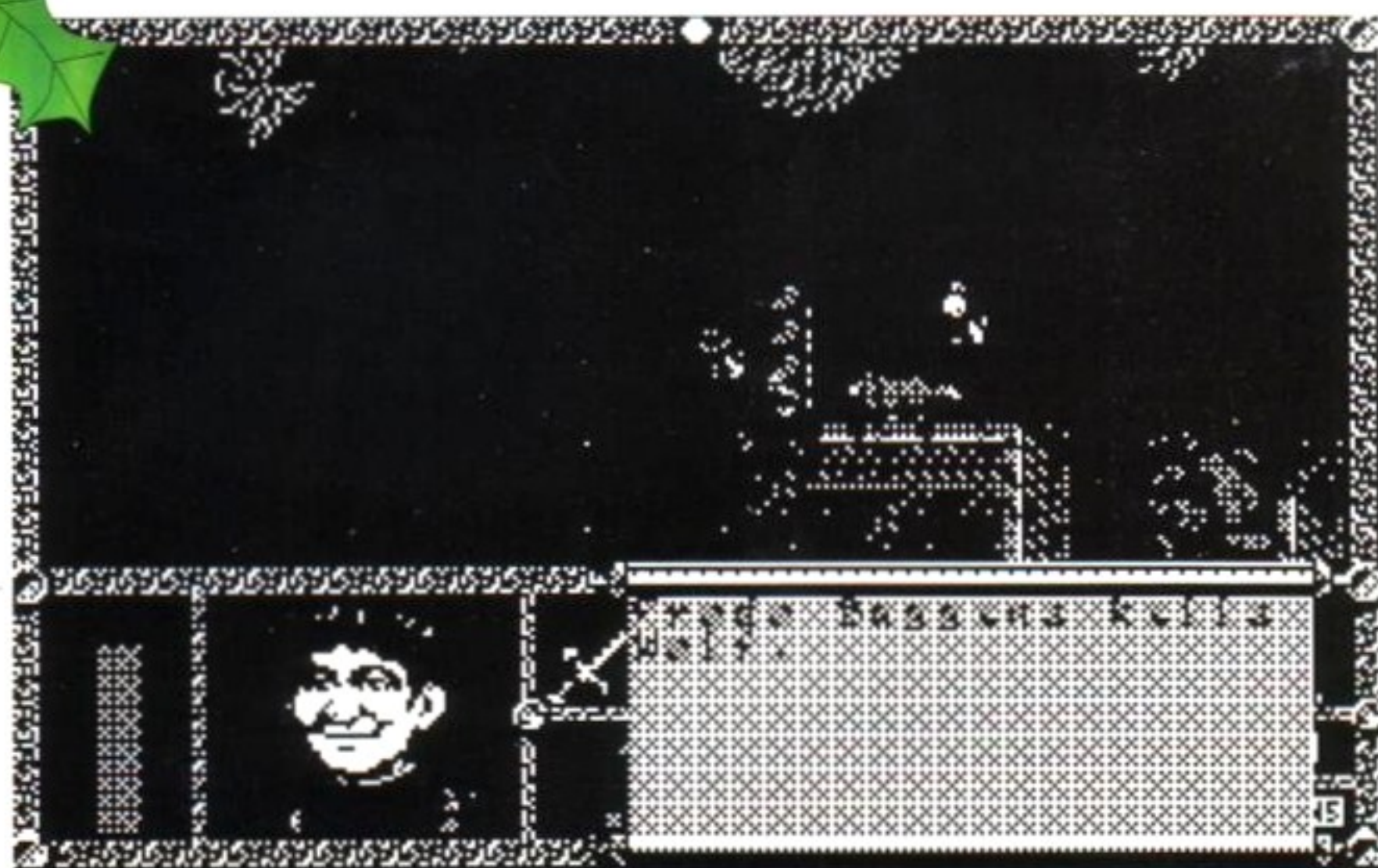
ENGINE'S PERFORMANCE

ENGINE 3000 - TURBO DOHC 24	HP/kw/rpm 32/3000
SPEED 170	WEIGHT 1500
PS/rpm 300/6000	CC 3000

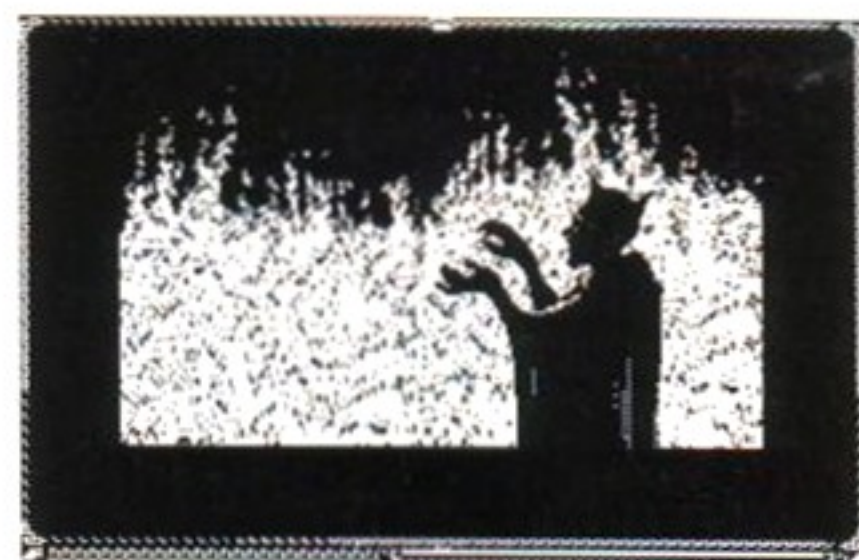
Cisco Heat
Image Works ■ £25.99

- Strong replica of the Jaleco coin-op.
- Tight control system with a good keyboard joystick balance.
- The right angle corners aren't as terrifying as they should be.
- Graphically quite good: the roads and hills move along fast.
- Too easy and a bit too short to make it on the car game circuit.

Verdict 62%



Frodo's first day out and already he's made his first kill and rescued two lost children. Is he a hard-core hobbit dude, or what?



Sauron captures the One Ring and it's Game Over, man. No longer will little hobbits laugh and skip gaily in the streets... then again, it's not all bad.

down. But not as much as the terminally-involved control system.

The way you move Frodo and his party is by moving the cursor arrow towards the side of the screen you want them to walk to and pressing the left mouse button. This is fine when you want them to walk in these directions, but if you want them to weave through small gaps or walk along diagonal paths – which is often necessary – the control system is a pain in the butt. The icon control bar, brought up with the right mouse button is clearly laid out, but also suffers similar problems.

Combatants

The combat system is amazing. If you get jumped by a wolf (which happens quite a bit), the wolf attacks. To counter attack you have to click on the attack icon and the wolf's name, wait until the disk loads the appropriate sound and then it will tell you whether you've missed.

Some early encounters can take over 10 minutes of button clicking just to kill a single wolf. Even more annoying is the fact it's very easy to wander into deadly situations while you're still weak. Spending two hours trekking around the town isn't too bad, but when you get killed without warning (a horseman gallops down the path and slays your whole party) you have to do it all again; bit by bit the slowness of play begins to grate on your nerves.

Tolkien fans will get a lot out of *Lord of the Rings*, if they can bear the tedious combat and movement systems, and that a good part of the game is spent moving across the terrain between encounters. The less patient, such as those used to *Eye of the Beholder* and similar systems, will get more excitement, adventure and VFM by buying Tolkien's original trilogy.

Paul Lyons ☺

Lord of the Rings

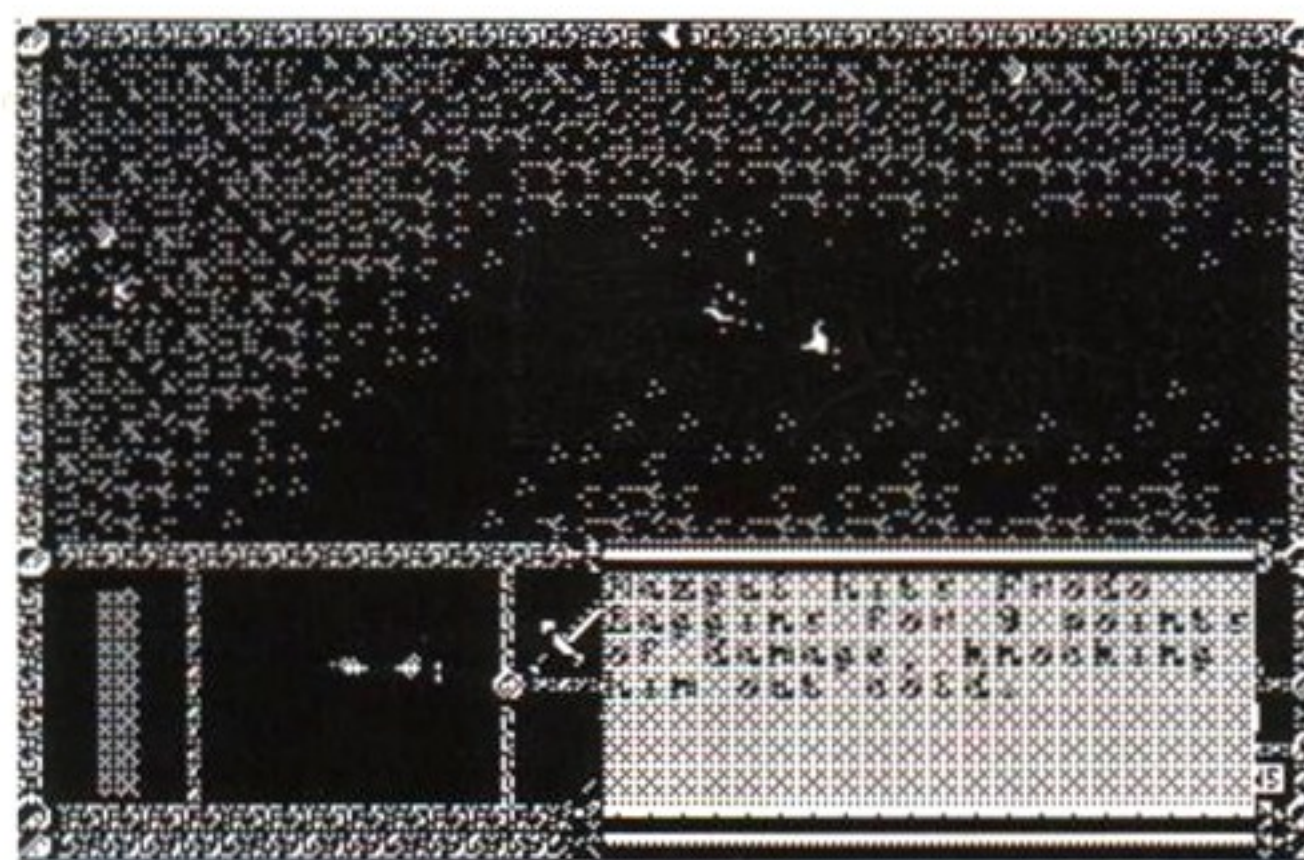
Gollum screamed: "Baggins – we hates it forever!". But he's in the minority because Tolkien's trilogy of Middle-Earth life must be one of the most well-read books in English literature. Even those who've never read it know about the heroic quests of Frodo, Bilbo and Gandalf, so it's quite a surprise that no one's turned it into a game before now.

Although the programmers have changed the encounters slightly, so that Tolkien fans will still find it a challenge, the plot is still basically the same. Frodo has been given the One Ring by Bilbo who has disappeared. Gandalf, the Grey Wizard learns of the ring's power and, realising that the forces of the dark lord Sauron will soon find it, he charges Frodo to take the ring to the elves at Rivendell and then on to – well, read the book if you want to find out. The intro sequence – one of the best this year – which tells the story of Bilbo's disappearance and the beginning of Frodo's quest. The atmospheric music which accompanies the intro is second to none and really does a lot to set the scene.

Flexible friend

The game itself is instantly accessible. As Frodo is standing outside his home with two of his best hobbit friends, you can recruit them and wander off. It's best to be wary of wading into a situation without thinking carefully about the consequences. Until you get a few, more powerful friends, three, unarmed hobbits are not much of a match for anyone.

The main way the adventure has been made playable for Tolkien fans who know the plot, is by adding a number of subplots, the



successful completion of which gives you objects, people or information you need to complete the main quest. As you wander through the centre of the town, talking to the local hobbits, a number of sub-plots unfold around you. Rescue the lost child and perhaps his father may be grateful – who knows you might even find something that would be of use to you on your travels. If you stray too far from the beaten path, the game gently prompts you with suggestions, legend and rumour.

Unfortunately, although it's a game that you desperately want to like, there's a lot about it that's frustrating and infuriating. In particular, the game appears to be made for the American market where everyone has a hard disk, because disk accessing is endless. Every time a new character appears, the disk accesses. Every time a sound effect is played, the disk accesses. Every time you attack something, yes, you've guessed it: the disk accesses. The effect of this is to slow the game

It could be said that when your party leader has just been rendered unconscious by an evil ringwraith, things are not going too well...

Lord of the Rings Elec Arts ■ £29.99

- Atmospheric intro and soundtrack.
- Vast, varied and some quite beautifully drawn landscapes.
- Enough new puzzles to keep even Tolkien fans guessing.
- Tedious combat system.
- Ridiculous copy protection manages to interfere with the gameplay.

Verdict **72%**



DOUBLE DRAGON

THE III

ROSETTA STONE



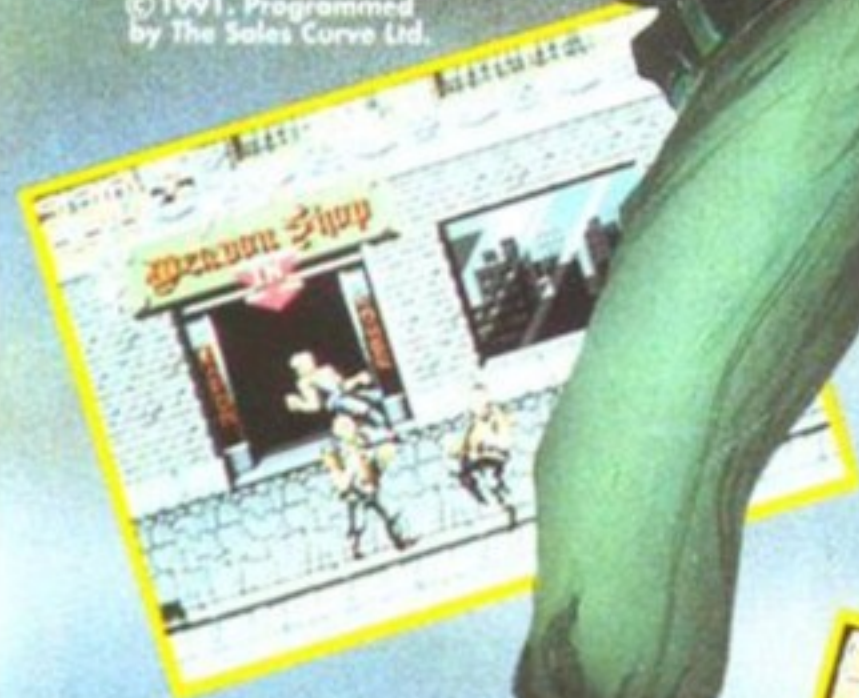
© 1990 Technos Japan Corp.
"Double Dragon III The Rosetta Stone"™ is a trademark of Technos Japan Corporation.
Licensed from Tradewest Inc.
A joint Sales Curve/Tradewest Publication
© 1991. Programmed by The Sales Curve Ltd.



THE TOUGHEST JUST GOT TOUGHER!

From the one armed headbutt to the locking head squeeze - only those with a superior mastery of the fighting arts will survive the toughest challenge yet in Double Dragon III. Equipped with nunchukas, grenades, knuckle dusters and swords your journey will take you through five perilous missions in exotic locations throughout the world.

If you survive the onslaught you'll retain your honour and discover the truth behind the Rosetta Stones. If you fail... you only have yourself to blame.



The Sales Curve Ltd.
50 Lombard Road,
London, SW11 3SU
Tel: (071) 585 3308.

Availability:
Atari ST, Amiga - £25.99
C64, Spectrum & Amstrad
Cassette - £11.99
C64 & Amstrad Disk - £15.99
COMING SOON TO CD-ROM - £25.99

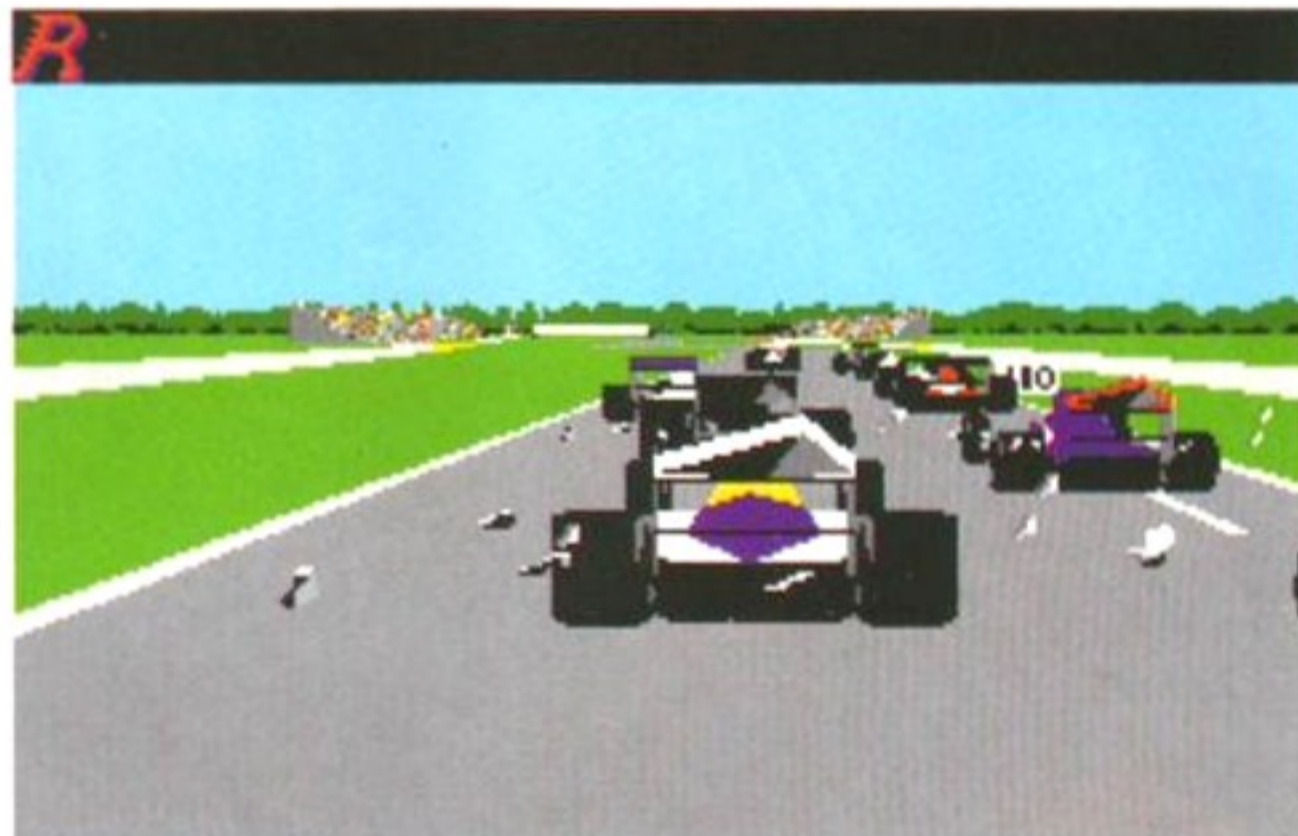


Geoff Crammond changed Amiga driving forever with Stunt Car Racer. With Formula One it looks like he's up to his old tricks again!

Tough luck marshal, I ain't leaving town. One of Formula 1's most striking features is the fast blend of sprite and polygon graphics. This means you have slick racing motors and realistic marshals flagging cars down and pushing them from the road after a smash. Unfortunately you can't run them down no matter how hard you try.



Formula 1



From an outside view collisions shower the track in debris. It may look good, but it messes up both your car and your chances in the race. When the field bunches up drive real carefully.

shifted to suit the new track. The lights go red and the revs pick up. Lights go green and you start shifting gears through quick joystick clicks, the mass of stationary cars becomes a swarm of speeding metal slewing around as the torque hits the rubber which hits the track. Threading your way through the mayhem, you have to find the right line for the corner ahead.

Ahead, two computer cars touch and one spins off. Fighting for the same line they come together in a Senna/Prost style debate over who has right of way. The field constricts to work a path past the marshals who are pushing the wreckage from track. Through the first

corner and the field starts to spread out. Pushing up through the box the speed mounts and the race becomes a test of high-speed skill from slow pace dodging. Following the white race line along the straight, you check the mirrors so any challenge from behind can be firmly shut out. Trackside signs warn of an approaching bend's distance and direction, while a dashboard indicator flashes the best gear for that section of track.

The race reaches half distance, the field has strung out and now that the road is reasonably clear it's more a test of concentration than flat-out speed. The pit lights flash when the crew think you need a tyre change. Slowing as the lane markers appear the car pulls off the pit road and into your own bay. A rag wipes your visor, a jack lifts the car and a mad lollipop lady waves a 'Brakes On' sign in your face. The clock clicks off eight valuable race seconds before the wheels hit the floor and you power back out on to the track. The race is nearly half over: the rest is up to you. Have you got the skill and the stamina?

L driver

Formula 1 has three obvious goals: learning to drive and qualifying above 26th on the grid, winning a single Grand Prix and taking the F1 drivers' championship. The first objective is

Despite the best efforts of McLaren Honda to turn this year's Grand Prix season into a 16-stage victory parade, Formula 1 retains its magic. The sheer power that throws cars forward faster than your average guided missile, plus the glamour of multi-million dollar automotive gambles, make it a very special sporting event. Now a 17th venue has been added to the racing schedule: your Amiga, courtesy of Geoff 'Stunt Car' Crammond. And just like *Stunt Car Racer*, it takes computerised driving further and faster than ever before.

Short circuit

16 world Grand Prix circuits await. 26 different cars are idling on the grid, and a team of mechanics are standing by to tweak the car's set-up to your exact specifications. A full racing season is about to begin and you now have the chance to take the wheel in the world's most technologically advanced sport.

Each race begins with a qualifying round, where the pole position pecking order is decided. You've a few short laps in which to climb from the back of the grid and earn a good starting position. Using a custom set-up and ultra-adhesive tyres you have to make your time mark on the pack and learn the line of the circuit. Scream around the track at speed and you're rewarded with a high-priority position on race day, fail and you'll still start - there's no pre-qualifying - but from 26th place, which isn't always the curse it seems.

It's Sunday and the Grand Prix is about to start. The car's configuration has been changed: the wing's have been tweaked, different tyres selected and the braking balance

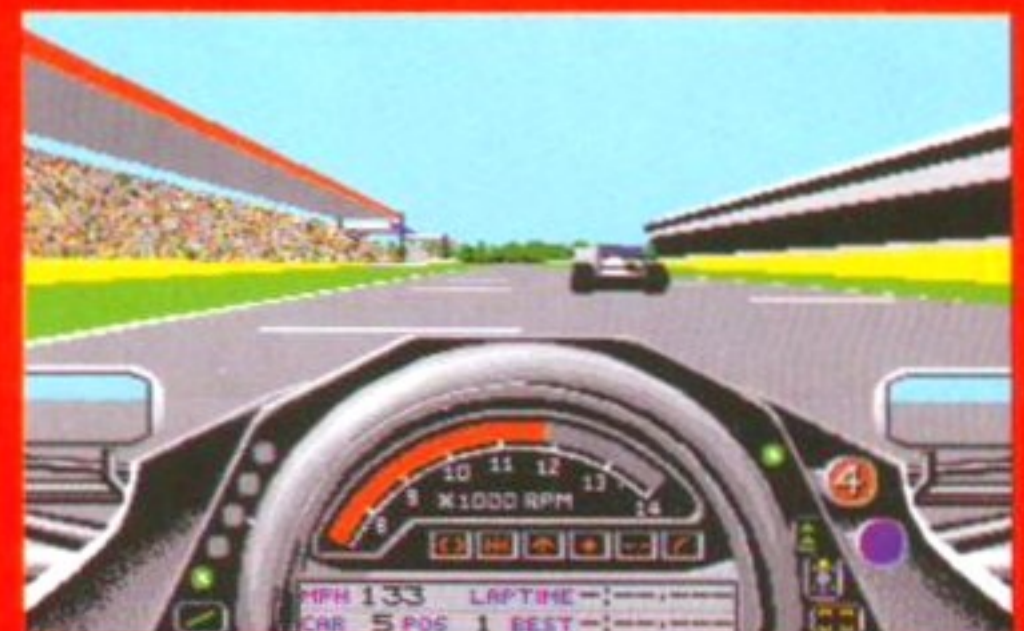
Indianapolis 500 was king of the oval ring, but it has been dethroned by F1.



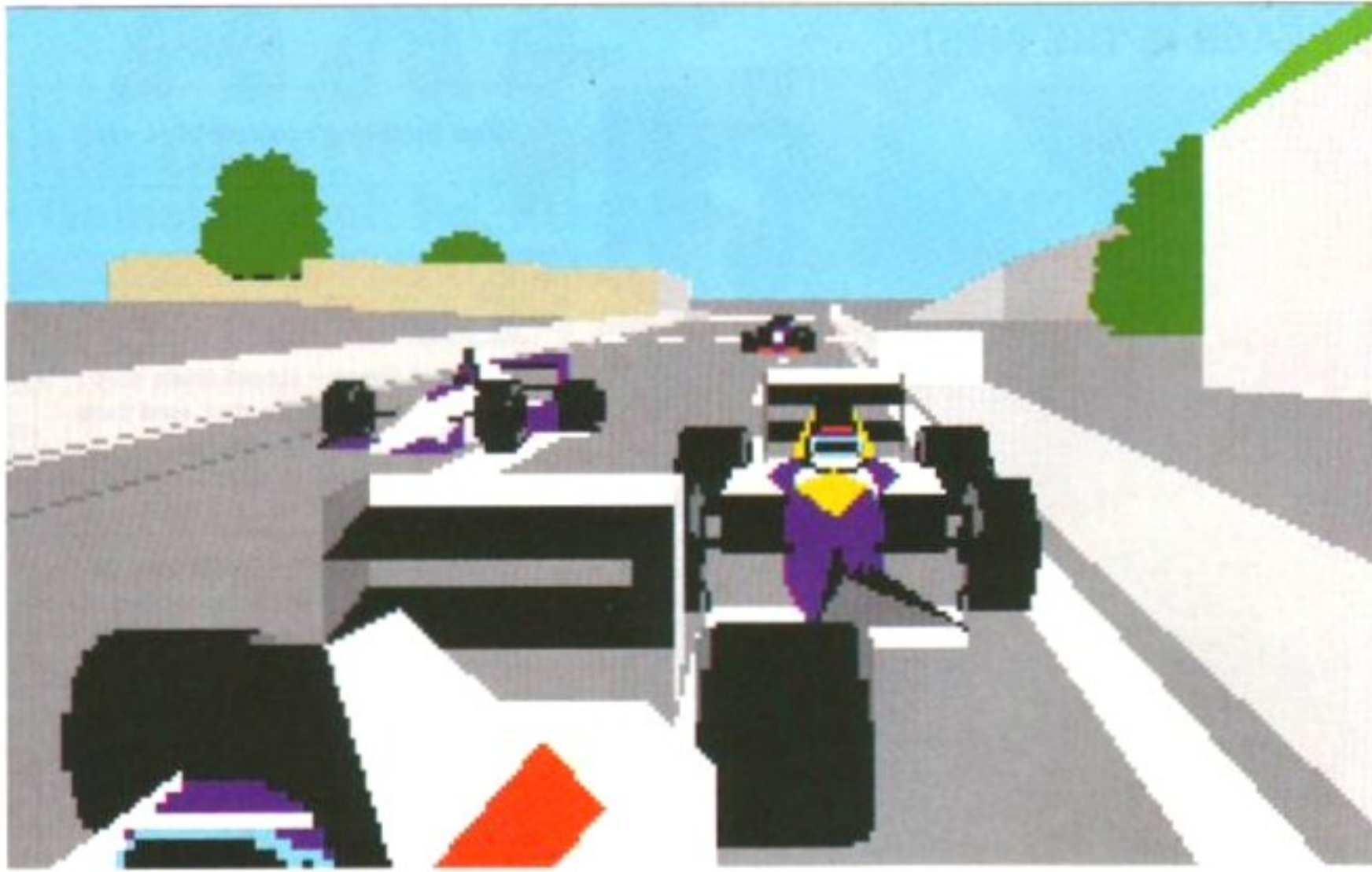
In the beginning there was a dream that hard work, innovative design and a brilliant driver and we've got the F1 championship. Better build the car then.



The car gets its first outing at the Hungaroring. So first it's time to check out what last year's racers did here, then try and beat it. Couldn't be easier.



Out on the grid for practice and lets see what this baby can do. Currently very little because pulling away in 4th is downright impractical.



Pausing the game allows you to view the last 20 seconds from a variety of angles. It's a great way to watch the great shunts you cause by driving too fast too often. When the 20 seconds are up you are returned to a paused position. You can swap views while still racing but that leaves more than a little bit of the driving process in the lap of the racing gods.



So the AA man said: "Well you see it's yer tappets, always a problem on this model". Repeat: "He's a very nice man," till fade.

badly or the wrong wing set up, and the car suddenly understeers horribly, while revving on the kerbside grass gets you going nowhere except round in circles. The cars have that integral feel of being real models in operation on the proper world circuits.

Grand Prix

easily achieved once you understand quite how these high horsepower machines have to be driven, as well as how to set the car up to suit both your driving style and the track.

Any track can be chosen for practice, so all the circuits can be visited until you find one that feels right. This goes for winning your first GP too. Single races anywhere in the world can be set up, with the abilities of rivals restricted in order to give you a chance of success. Even with all the driver help functions enabled though, your fist victory will take some serious work.

The Drivers' Championship always remains the real aim of *F1*. The season takes you to all 16 circuits in a random order, so vast amounts of practice are needed to gain a competitive edge. Luckily the liberal save function helps here, with the even an option to save a game mid-race, and a car already set-up in race trim, so that you can slowly build better positions and higher points scores. It's not strictly realistic, but it does add an element of gamesmanship to the proceedings.

Lap land

F1 GP is racing at its best, real nip and tuck high-speed vector racing, that requires an addictive blend of skill and lunacy to ensure victory. It feels right, offers the right choices



and has the visual power to carry the illusion. For a race game to work it has to convey both the sensation of speed and control. Real life road drivers need visual proof – as tactile response is negated – to convince them that each action has a definite and quantifiable effect on the car.

F1 gets the left foot tapping nervously for the brake with a host of tricks that make the car feel very real. Sudden acceleration or braking has the nose rising or dipping, an effect you hardly notice while driving because it's what you expect. Hit a kerb and the car bounces up. If you have the brakes balanced

Each track can be visited individually for practice or a one off GP. You get to see the layout and read all the relevant stats on best times, last years record etc.

The graphics are the only cue a driver gets – ignoring the high-pitched engine whine – and if they fail, the game itself is doomed. *F1* brings a mix of sprites and vector graphics to the track. The road and cars are constructed from polygons while the roadside objects, marshals and pit crew are all sprite based. In full detail mode the screen is full of information and peripheral Grand Prix graphics that give the game an air of authority. In lower detail settings, the heart of the race remains – track, signs and pit crew – but the roadside dressing is removed.

Monaco, for example, is unmistakably when driving around in full-detail mode but the additional stress it puts on the machine causes a slight chug. If you remove the superfluous stuff and then *Formula 1* flies. The tracks remain the same, the competition is just as tough, but the racing is fast enough to get drivers leaning when their sim cars are pulling turns at high speed.

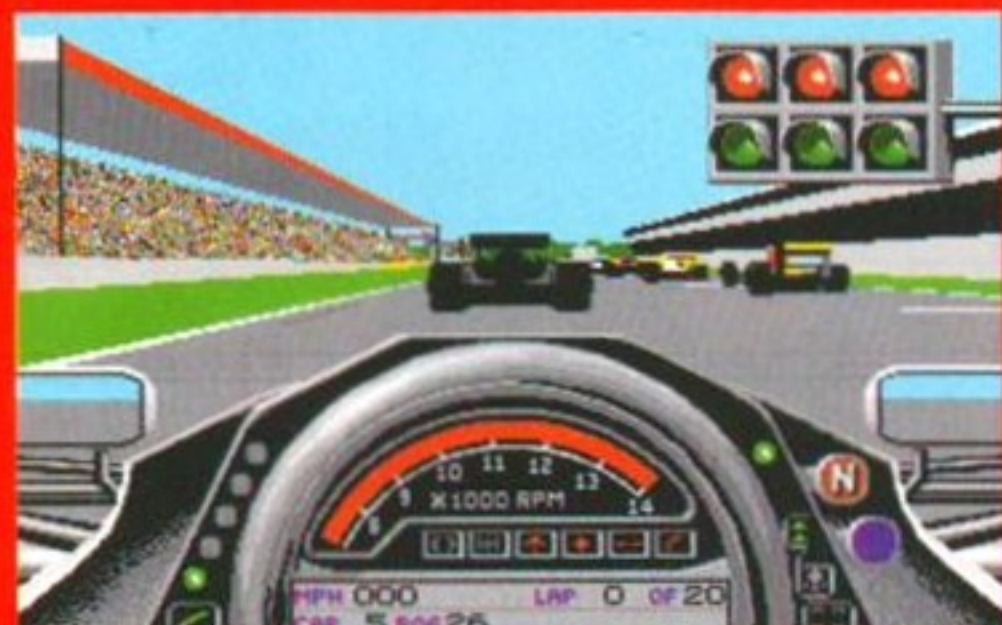
Good sport

As a true sports simulation, *F1* is like *Jimmy White's Whirlwind Snooker* in one key respect: namely that due to the skills it forces you to learn, a slow and inglorious start is assured. Fortunately *F1* offers a bevy of 'cheat like' tweaks to help drivers through the learning process and into pole position. Braking, gear changing, self-righting after spins, no damage, having the best line shown on the road and gear suggestion options are always only an 'F' key-press away. But even when these are activated and all you have to do is point, the racing is still competitive, just far more

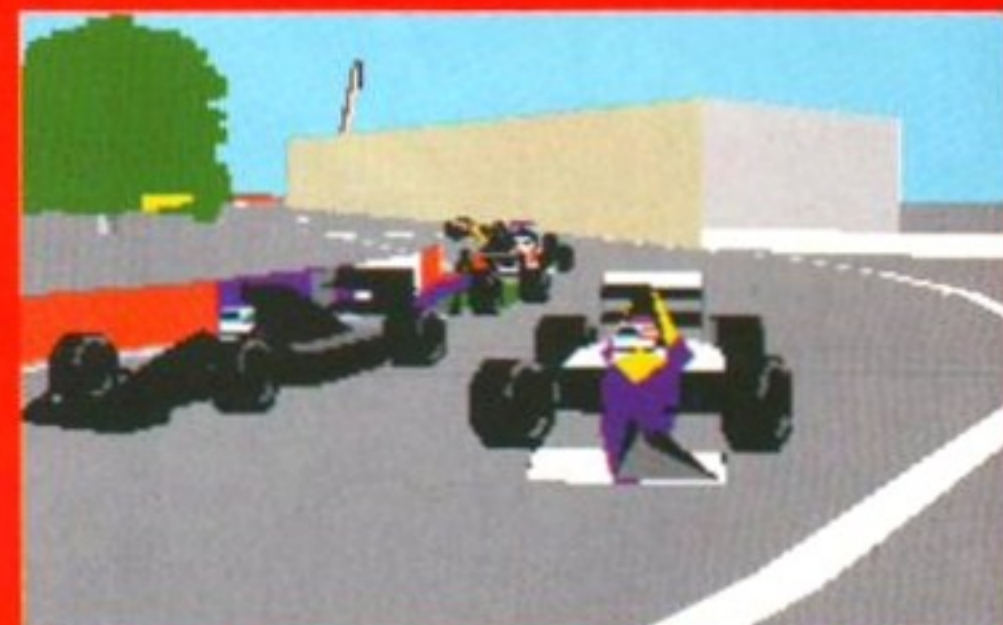
Continued overleaf



Now that's the way to do it! Finally having got the hang of that gear shift and throttle it's the cars first chance to overtake anything. Shame it's stopped.



Race day at last and way back down the grid the new MicroProse car looks ready for action. Sit in neutral and rev, then hit first and DRIVE!



A wee shunt on the first bend has realigned the car's front end. It doesn't appear to be a terminal problem, so carry on like this until the car falls apart.



THIS PLACE IS THE PITS!

Five levels of difficulty are on offer to test your skills. These govern what 'cheats' are on offer and how hard to push other drivers. Real drivers go for level five.

Six 'cheat' options are offered for learner drivers, to help them around the first few laps of their GP career.

- Auto brakes - Slow you down on bends.
- Auto gears - Chooses the right cogs.
- Spin - Sets cars the right way after spins.
- No damage - Crash as often as you please!
- Racing line - Displays white line on road.
- Best gear - Tells the best cogs for bend.



- Man pushing broken blue car.
- Current Gear - Good gear use can make a car faster and better at holding the road.
- Suggested gear - Tells you the fastest gear for each section of the track. An essential extra!
- Damage indicator - Parts go yellow when damaged. Too much yellow and: game over.
- Pit Stop light - Pull over when it flashes for tyres/repairs etc.

- Opponent ability setting - Has three settings even, graduated or random. You choose!
- Car info console - Tells speed, position and lap number.
- Detail level - Full, medium or low. The lower the faster.

AMIGA FORMAT

friendly. Taking a leaf from *Indy 500's* book, crashes can be viewed and replayed from a multitude of angles, which helps soothe the initially rough ride. It's fun to watch the last 20 seconds of motorised mayhem from different positions. From within the game replays have little real purpose, other than encouraging gratuitous destruction, but they do help you weather the novice storm.

The ability range of opponents, the difficulty level, the performance of the different makes of car, the weather, set-ups and even the length of the race can be tailored to suit your present skill level and time limits. Not everybody wants to race for two hours solid, so the race can be cut down by either laps or time. Then, as you progress, these aids can gradually be dispensed with, allowing the frightening fragility of an Formula 1 car to dawn on both the driver and the game.

The manual helps you through those testing times when you try to get more out of the game. Well presented and clearly indexed, it offers a novice guide to a lap of Monza, a breakdown of all the tracks, set up tutorials and a trouble-shooting guide to what went wrong. It's reassuring, furthering the feeling of the game's structural and coding integrity. Changes to the car or driving technique show a difference and make the manual essential reading - even to the non-Amiga owner who wants to know more about modern motor racing.



Long live the King!

Indianapolis 500 was king of the oval ring, but it has been dethroned by *F1*. The chance to race on 16 different tracks - *Indy* only had the one - with the overall bigger prize of a Championship not just a single race victory draws you further into the game. In terms of tweaking your car both have much the same to offer, although *F1* is presented in a more friendly fashion. What really sets the two apart though is the polygon sprite mix achieved in *F1*. Marshals and pit crew are actually visible, the grandstands are still specks of colour pretending to be folk, but the roadside objects - trees, houses, yachts etc - allow *F1* to stand proud. It doesn't run as fast as *Indy* in this mode but it's equally as pretty and as fast in

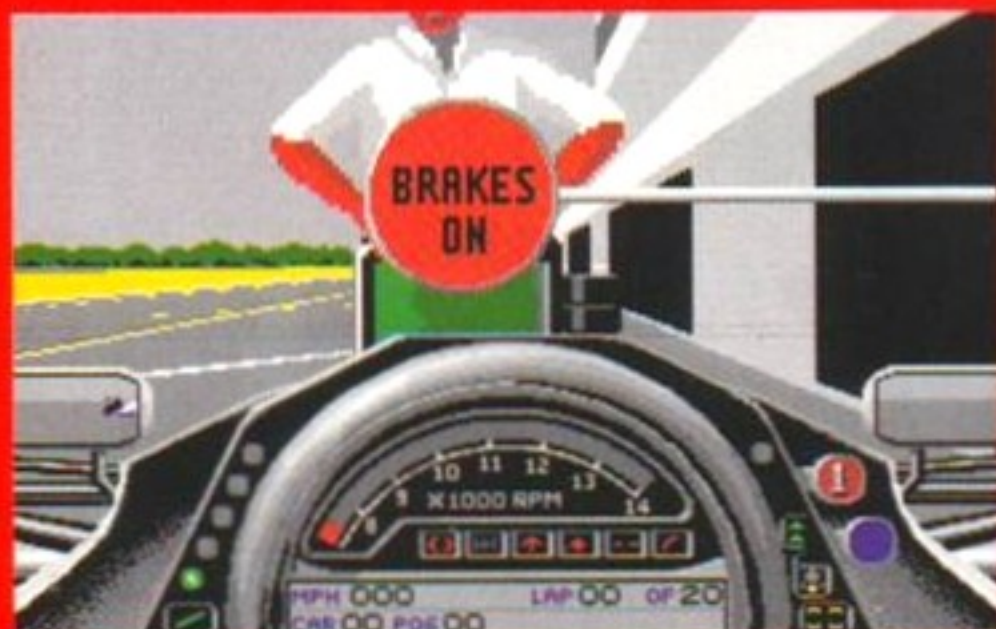
Racing towards the tunnel at Monaco is one thing all true F1 fans just have to try. The hairpin bend before has thrown the car (main pic) out of sync so it's struggling to keep its place. (Inset) The attempt to remain unlapped fails as the red-and-white car overtakes.

the stripped down, low detail, mode. *Formula One* is a tough one to beat. The three implicit aims neatly provide the extra impetus needed during the learning process of how to build and drive your car. It gives you the opportunity to explore and participate in a sport which most of us will only ever watch longingly. Now you can get out there and prove that you could be the next Alain Prost, Ayrton Senna or Olivier Grouillard (?).

Trenton Webb

Formula 1 Grand Prix MicroProse ■ £30.99

- A full Grand Prix season's worth in glorious vector polygons.
- Highly detailed or highly fast take your pick!
- Loads of options, masses of detail and vicious racing.
- This is one for both techno race heads and speed junkies.
- The new road race king, *Formula 1 Grand Prix* does the business.



Half way through the race and the pit crew call you in for tyre change, wash and brush up. All mechanical problems will be rectified during this brief stop.



Oh bother! A slight miscalculation on the speed front has led to a little altercation with a rival car. A few swift hits with a hammer should sort it out though!



Maybe I was a little enthusiastic with the hammer! Ah well at least this way there's no need to wait a week for another race, just load another track.



Duck folks, here comes an Exocet. Modern missile warfare makes naval combat a swift and deadly encounter. You have to react and react the second that the missile warning hits the screen or you'll get a one-way ticket down to visit Davy Jones's Cloakroom - or something like that!



Steaming away from port with high hopes of seafaring glory. What a sad sight, it's all bound to end in tears, waves and life jacket!

Radar can be used to seek out ships at a distance, to discover which vessel is which (an early warning of battle readiness). With the radar on maximum long-range scan, enemy ships can be picked out and picked off. This is the essential spirit of modern naval combat none of this short-range cannon nonsense, now the battle is won - if not fought - beyond visual range. This makes radar a tool no captain can afford to ignore if they want to win.

Once a specific aim is achieved (such as the sinking of a particular vessel, or fleet), it's back to base for repairs, refits, commendations and a well-earned mug of cocoa. Failure will mean a swift and merciless demotion, to something akin to captain of a garbage barge!

Ship in a bottle

Strike Fleet's main attraction lies in the fact that the novelty factor is still relatively high - the original C64 version was good, but wasn't really atmospheric enough to keep would-be Fleet Admirals stuck to their screens for long. With the Amiga's more flexible capabilities, *Strike Fleet* is still a tough game to get into, but the rewards are far greater. Although not graphically brilliant, what it performs the task more than satisfactorily, but a little more in the way of sampled sounds would have improved matters.

One thing's for sure - *Strike Fleet* is tough, damned tough. Novices to this sort of sim will be lucky to survive five minutes in the water before having an Exocet fly down their throats. Those who are a little more experienced in these matters will find this to be a solid, challenging game with endless possibilities. If simulations interest and experience you even only in the slightest, have a look at this one, because you'll soon be absolutely hooked. All ahead, flank speed...

Robert Swan

Strike Fleet



An essential aid for any modern navy are ships. Luckily playing the US Navy - as opposed to the British - means you've still a got a silly range of ships to play with. Once you've stocked up with crew, munitions and good luck charms, it's time to set sail and brave the cruel sea.

Oh deary me! Well it was like this Commodore, one minute no iceberg, the next it was an early bath! If you fail in *Strike Fleet* then the punishment is severe demotion. Still it's better than swimming home!

AMIGA FORMAT

JANUARY 1992

136

Sea-faring simulations are fast becoming as popular as those of the aerial variety; MicroProse's excellent *Silent Service II* proved that you don't have to be able to pilot the most expensive aircraft in the world to enjoy a damned good sim. Now Electronic Arts have released *Strike Fleet*, which first surfaced on the C64 way back in 1987.

The idea behind the game sounds simple enough - you take control of a fleet of naval vessels (this is including deck-borne helicopters), and head into one of four different combat theatres - campaigns based around the real-life Falklands and Gulf conflicts, as well as the now-redundant, due to idea of an attack by Soviet forces from the North Sea, or the North Atlantic.

A life on the ocean wave

Having selected which campaign to follow, the scene shifts to that of an Allied naval base, from which the player can choose ships, names and weaponry for the on-coming battles. Then it's simply a case of deciding where to go and steaming at full speed to face the foe. Once underway, however, things can get a bit dull (half the war is wasted waiting for things to happen!), so the game time can be

accelerated to 128 times normal speed! Eventually, with much steaming and time acceleration, vessels appear and depending upon their allegiance, either sit there or attempt to blow you out of the water!

The opposition has all manner of ships with which to shoot you away, but the real killers are helicopters, subs, and the dreaded Exocet missile. Of course, you're not completely helpless, with a variety of deck guns, depth charges, torpedoes, anti-missile missiles, and copters of your own, but it's always a close run thing.



Strike Fleet Electronic Arts ■ £25.99

- Chunky manual with loads of information.
- Bit lacking in the sound department.
- The seas prove a bit heavy for the newcomer to the genre.
- Tough, challenging and highly absorbing.
- Enough to make you want to join the navy (well; almost).

Verdict **80%**

WIN ONE OF THESE AMAZING PRIZES



**G.V.P. Hard Drive
100 Megabyte
+ 8 Meg Ram**



Amiga C.D. T.V. or New C.D. Rom Drive



**Printer of your choice can be
a laser printer**

**Simply phone the number below for further details.
Each time you call name the prize of your choice.
You can enter for as many prizes as you like.
You could be one of the lucky winners.**



Lynx Game Machine

Sega Megadrive



Canon Zoom Camera



**Geniscan GS-4500 +
Photon Paint + D.P.**



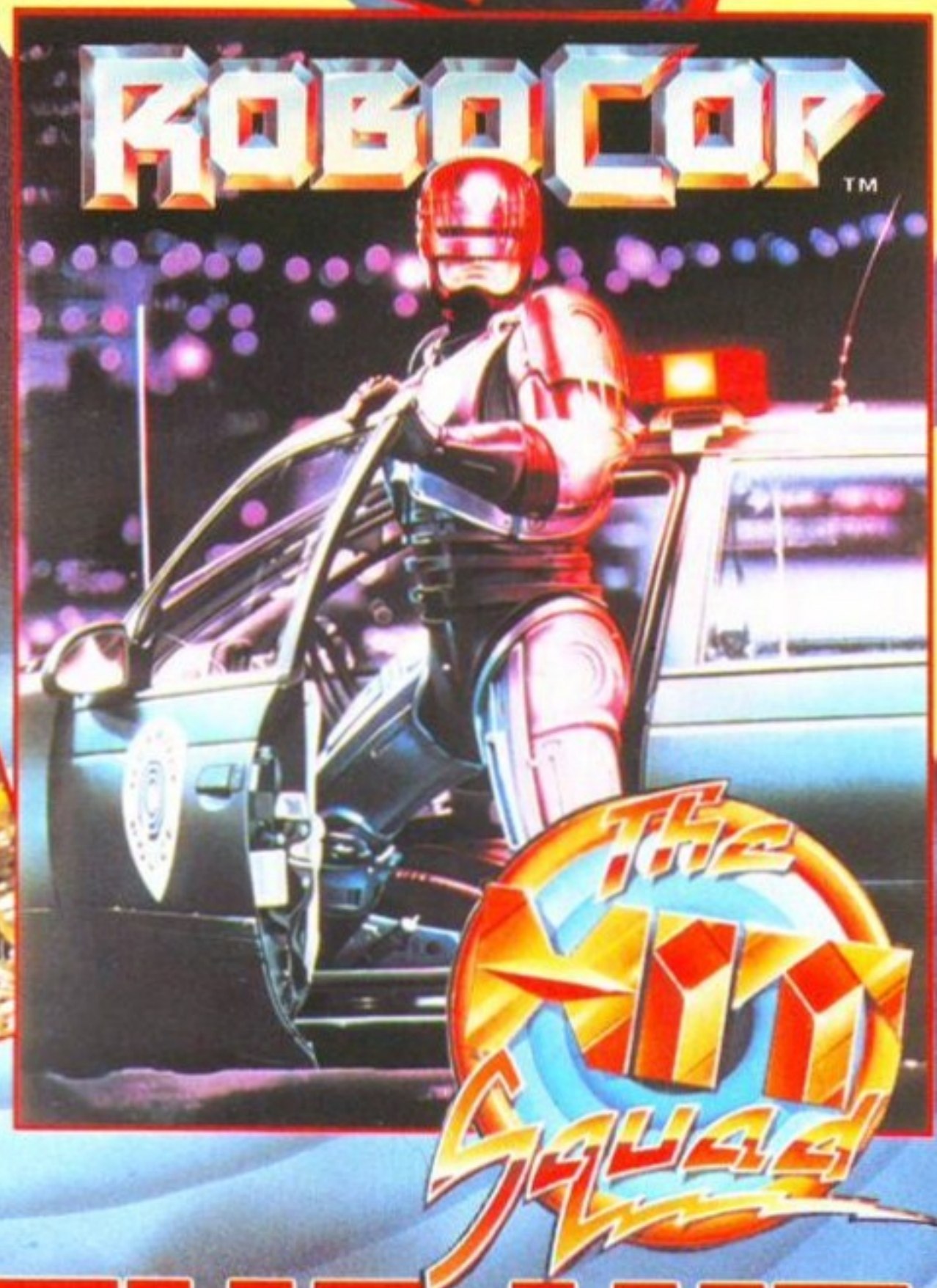
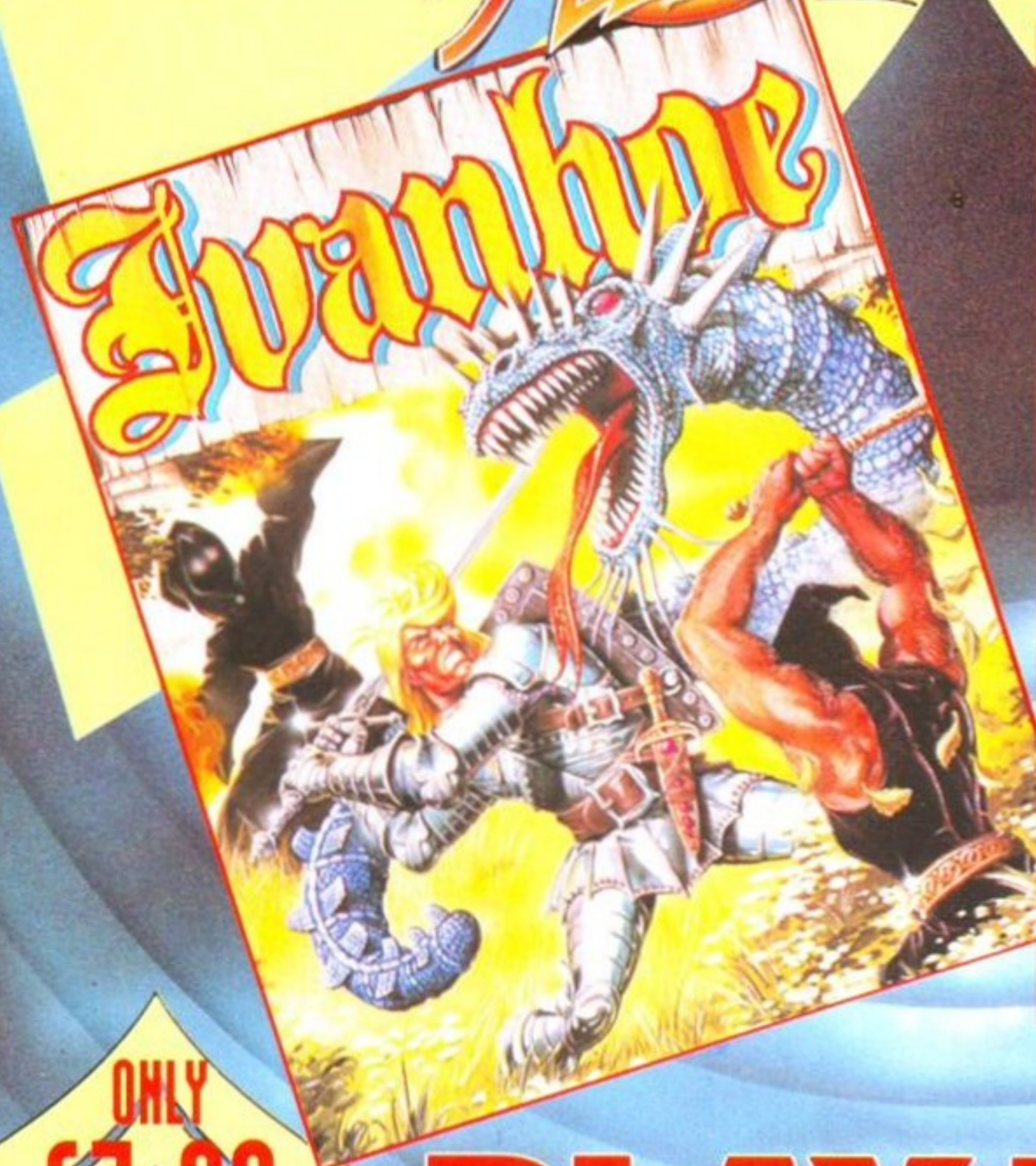
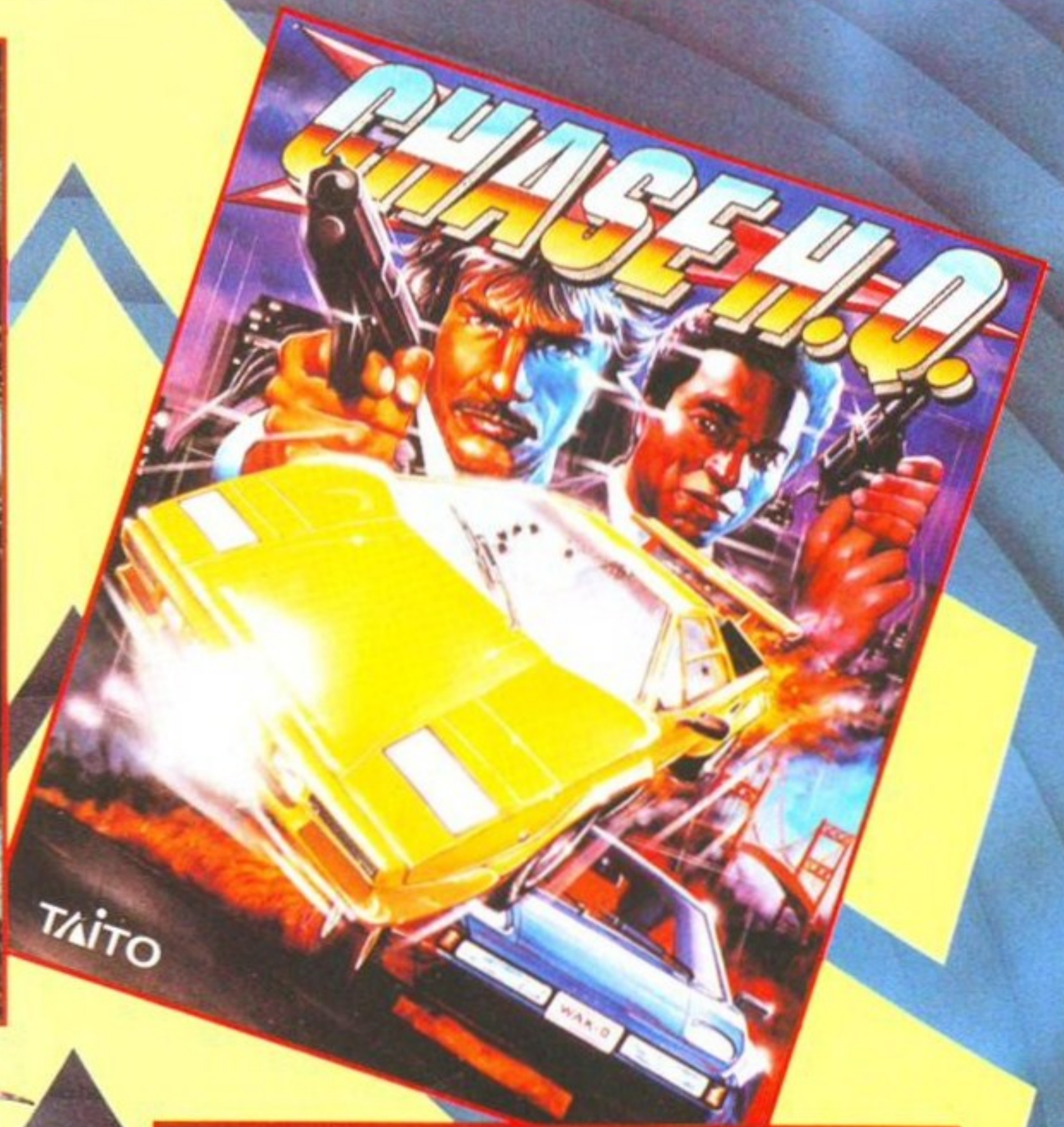
**All Computer Equipment supplied by
BEYOND 2000**

97 UPPER PARLIAMENT STREET, NOTTINGHAM.

CALL 0839 550057

0839 Calls cost more so please ask permission before calling.
Average length of call is 5 minutes.
Calls cost 36p (cheap rate) and 48p (at all other times) per min

TAKE ON THE SQUAD



ONLY
£7.99
EACH

PLAY THE HITS

HIT NAMES • HIT GAMES • HIT SQUAD

THE HIT SQUAD • P.O. BOX 350 • MANCHESTER M60 2LX



Fancy a beer? You can bet yourself a pint that Hagar does. The beer swigging overweight drunkard is back and this time he's in the form of a computer game character. Those familiar with Hagar will recognise him from the cartoon that appears in a daily rag, but for the unenlightened – you're obviously reading the quality press.

Hagar is your typical lager lout. He's always in the dog-house, but for now he has the opportunity to change this depressing image to that of a person that is reliable and can get things done. Can he do it? Can a leopard change his spots? That's up to you.

Er indoors said

Helga, his dearly beloved wife, has decided to test Hagar in what initially might seem an easy enough task. As everything does when you are

Time for some Hagar speak: "Cor look at the flippers on that!". With Hagar's sword looking a bit on the low side he could probably do with a bit of beer power.



Hagar The Horrible

under the influence of alcohol (Not that we know – Ed) and she has challenged him to bring back various items of value strewn around a world of eight different levels – islands in this case.

Helga is a mean and mighty woman and unless she gets what she wants, it's chicken-feed and the garbage for Hagar. Travelling through each of the islands involves Hagar



Hagar views the eight different islands where he has to find the valuable items to take back for Helga.

God knows where our hero would be. Alongside the extra weapons such as knives, spears, axes and fire-balls, you also have the customary smart-bomb, to really show the bad guys who's boss! But Hagar also has another trick up his sleeve: his super sword. Holding down the fire-button for a while gives your sword that extra bit of thrust.

Horribly decent

There is not much that this game has over any other platform-style game. The graphics are nice, and the sound effects are decent, though not spectacular. In fact apart from the 'famous' name licence, it's an ordinary run-of-the-mill game. It's an easy game to play, with a simple plot and a straightforward path to travel along

Hagar's just about to deliver something quite horrible to this metal-bound platform guardian.



In the shop with your friendly assistant Mavis, how can she help you?

jumping around what is basically a platform-orientated game, collecting various objects for different weapons, energy or, unforgettably of course: beer! Along with these you must also look out for the objects that Helga has requested that you bring back home. And this is the tricky bit.

The objects that you need are pretty valuable, and so are not easily obtainable. Like most platform games there is an element of puzzling out required before the objects are obtainable. This involves doing certain things in a certain order, or buying the correct items that you will need from the shop. Shop? Yes there is a shop, where extra lives, energy and weapons can be bought, to supplement the sword that Hagar has as standard to fend off any enemies, of which there are several – Hagar is not very popular in these parts!

As well as a shop, there is of course, a pub (or Taverne as it is called in the game). Entering the pub allows you to spend the hard-earned money that you got by beating up your foes, and lets you buy yourself a beer. This isn't as foolish as it might sound, because beer is Hagar's main source of energy. Without it,



to get to the end of each level. There is nothing there that puts *Hagar The Horrid* above other games of this genre.

Three disks and slow loading, even for those with three disk drives, and plenty of memory, shows little thought of the game operation, much like the actual gameplay. It's not a particularly bad game, and if you do not already have a platform game (where have you



Have-a-go Hagar has a go. He never looked as good as this in *The Sun*.

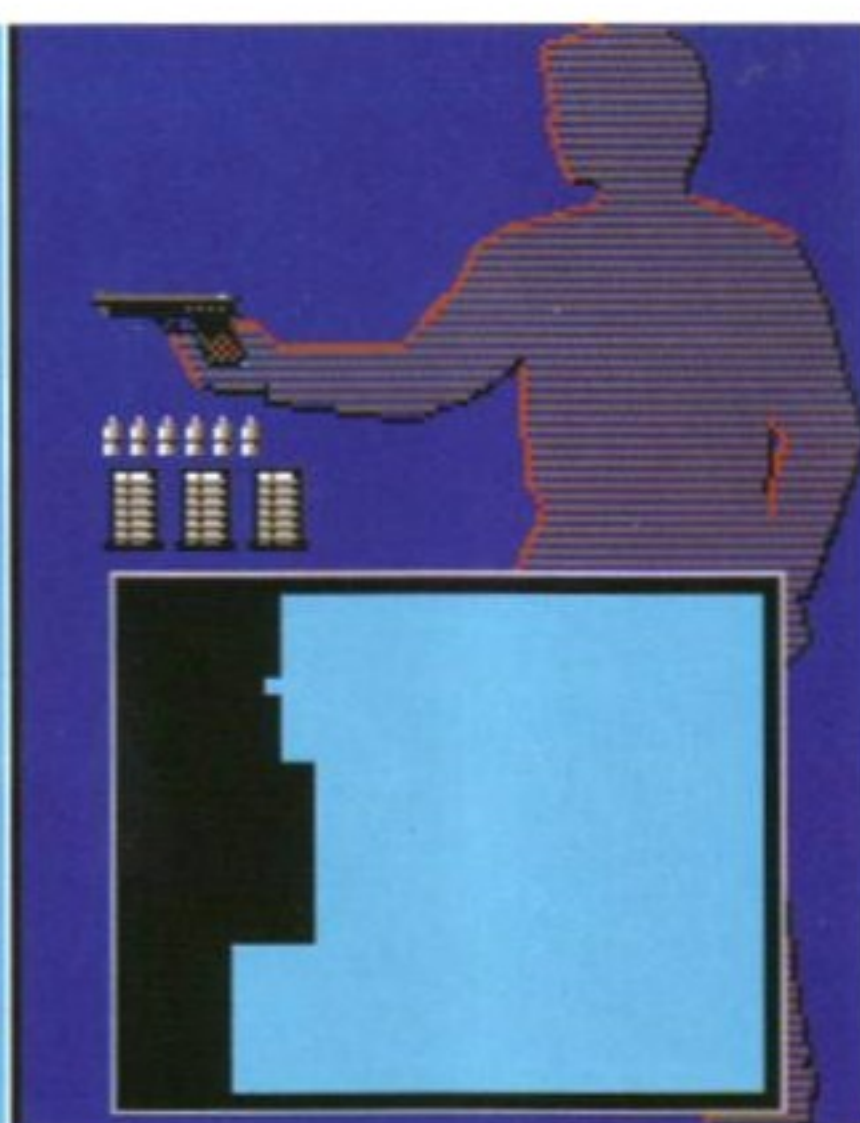
been?), you might find it a pretty amusing little jaunt – by all means give it a bash. Personally, I'd rather stick to *Manic Miner*. Now where's that Spectrum of mine...

Asam Ahmad ☺

Hagar The Horrible
Kingsoft £25.99

- Nice scrolling graphics, with lots of cartoony style colouring.
- Good music and decent sound effects in the audio department.
- Average gameplay, with nothing special to look forward to.
- Dodgy collision detection – you can kill an enemy from a distance.
- Fun, but no other attraction apart from *Hagar The Horrible* himself.

59%



A well-armed spy just can't be seen dead without his Kevlar body armour, cum dinner jacket. All the kit on the left are offered to spies who want to break into buildings beginning with the letters Watergate. Unfortunately only five of the seven items can be carried so something is going to have to be left to chance. But then the unexpected is what makes espionage exciting!



Car chases have been more interesting to watch, but never tougher. Intercept and then trail the suspect car through the streets.

messages to a readable form, it also requires a great deal of thought to pick out hidden clues embedded within the message, invariably giving pointers towards certain people or places.

Finally - Electronics. This is where you have to be able to construct or modify electronic circuits in car tracers, or to disable alarms. You also have to be able to tap phones without being caught and be able to link partially-connected circuits together. Speed is of the essence here, with guards all too ready to foil your attempts.

Apart from having to go through these four major sections, all the way through the mission, there are a load of other incidental exercises, where a combination of all your skills in the four basic disciplines is required to complete all of the tasks. The game is a very deep and involved affair and employs a unique kind of gameplay suited to a style that a complex operation such as this would need in real life, with clues falling together in an almost random manner.

With a multitude of scenarios and compelling gameplay, *Covert Action* is not a game you can easily put down once you have got into it. It's also very easy to come back to with a save-game option to take you right back into the thick of the action after a break. It's also a good idea to save your game frequently as you progress, so you can go back a bit, just in case you take a wrong step. The game doesn't run very fast, but this is mainly because you spend most of the time thinking about clues, and your next move. This is a game that can really make you think, and put you in a 007-type position, it beats the Living Daylights out of a shoot-em-up any day of the week.

Asam Ahmad ☺

Covert Action MicroProse ■ £29.99

- Good colourful graphics, with pretty decent animation to boot.
- Not much on the sound front, but what there is moderate enough.
- Excellent depth of gameplay, requiring skill and deep thought.
- Not easy to get in to at first, but perseverance reaps rewards.
- A classic with lasting appeal, especially for spy thriller fans.

Verdict **79%**

Covert Action

In the world of espionage and counter-espionage, there is one name that is synonymous with excellence, power, stealth and above all independence. That name is Remington. Max Remington.

Max is not your average sort of undercover agent. Max is a mystery. He once worked for the CIA, but was fed up with all the restrictions imposed on their operations. Max left to start up his own freelance detective work to get away from all the red tape and continue with an operation only Max could handle. Not much is known about Max and now, through an identity change, he is almost untraceable - a legend.

Get the max

Max is good, and likes to promote this aspect by only ever taking on assignments that are personally challenging. This basically means that Max is a last resort. If ever there is a case of any major importance, that needs speed, deftness and a guarantee that it will be solved - it will come to Max. It's this guarantee that makes him important to his contractors.

There is only one exception to Max's rule, and that is that any case personally requested by the President will see Max's personal attention, no matter how large or small. Max's reputation has earned him respect and of course malice. Sometimes Max is just too darned good...

Your mission varies from a small starter mission of minor importance, on a local scale, to a massive and complex mission on a global scale, involving worldwide parties, requiring skills only Max, with all the new technology and raw thought power, is capable of, utilising them to solve the mammoth tasks that these missions entail. Maximilian, or Maxine - whichever you prefer, is trained in four fundamental areas of espionage.

The Four Commandments

One - Combat. This involves the use of fire-power and general tactics to overcome guards and other live agents in various ways, such as setting traps or using tools such as motion



Welcome back, Max. It looks like the bad guys are preparing for action and the President is worried. He insists that you're the agent for this job. Things seem to be heating up all around the globe.

Excuse me didn't you used to be a powerful world leader? This suspicious looking chap can give you a heap of useful information about the suspicious goings on, eg the KGB, Mossad, Yachts in the Ocean...

detectors to avoid encounters and generally take care of your well being. The use of machine-guns, grenades and other weapons is a must, and good skills in this area are vital.

Two - Pursuit. Following suspects around is a major part of a spy's activities, and it is important that this task is done as stealthily as possible. You must select for a good car balanced between, speed, manoeuvrability, and as inconspicuous as possible, in order to keep up with any cars you might be following.

Three - Cryptography. This involves translating and deciphering coded messages intercepted from opposing organisations. This doesn't simply entail converting these



Damascus, Syria
03:00 PM Jan 20

You are at the
M16 active cel
A few guards are
peering through the
windows.
Do you
- Enter -
Break into building
Watch the building
Check Data
Leave

A TOP QUALITY BEST SELLING ADVENTURE GAMES

CADAVER

• ADVENTURE



Hundreds of different rooms and locations !
A wide variety of available weapons !
An array of spells and mysterious magic potions.

© 1990 Mirrorsoft Ltd. © The Bitmap Brothers.

BAT

• ROLE PLAYING

Replaced by IRON LORD in the ST version.



* Be entranced by graphics, sound effects and an atmosphere that are out of this world !

* Over 1100 different places.

© Ubi Soft © Computer's Dream.

IRON LORD

• ADVENTURE

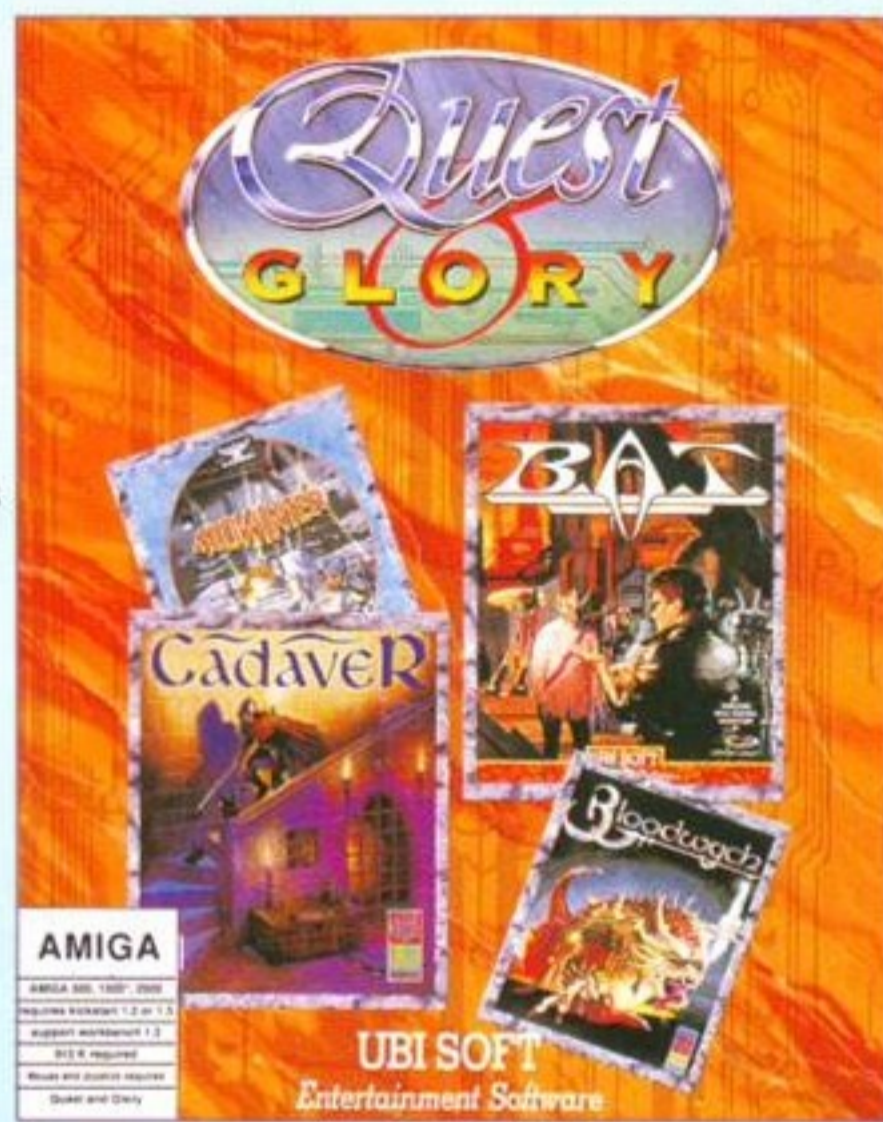


On ST only.

Prove your birthright through numerous trials : archery, arm wrestling and sword fighting in 3D

© Ubi Soft

ST-AG-PC QUEST & GLORY Compilation



UBI SOFT
Entertainment Software
Saddlers House, 100 Reading Rd,
Yateley GU17 7RX Camberley, Surrey.
(0252-860-299)

MIDWINTER

• SIMULATION & STRATEGIE



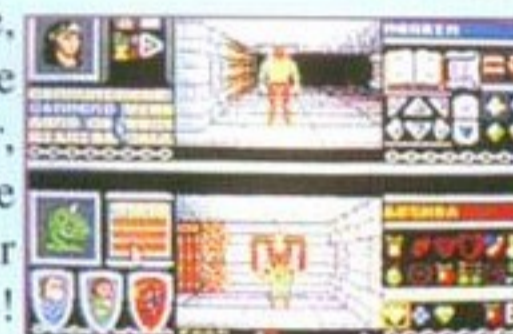
A new Ice Age grips the world and, along with fellow pioneers, you live on the Midwinter Isle, the last habitable oasis on Earth !

A very real threat looms as invaders attempt to seize your sanctuary.

© 1989 Microprose Software.

BLOODWYCH

• ADVENTURE



Role playing fantasy game, great interaction with the environment. Argue, barter, negotiate - even lie through your teeth !

© 1989 Mirrorsoft Ltd.

"Screen shots for different formats may vary."
Atari ST is a trademark of Atari Corporation.
Amiga is a trademark of Commodore Amiga, Inc.
IBM is a trademark of International Business Machines.

Attention Amiga A500 Owners

As every Amiga A500 owner knows, to back-up software from one disk to another is not the easiest of things to do. Unless you have the right utility.

The trouble is finding one for the right money.

Well you just have. It's called 'Blit-a-copy'. 'Blit-a-copy' is a software and hardware-based intelligent back-up system manufactured and distributed under license here in the UK by Media Direct.

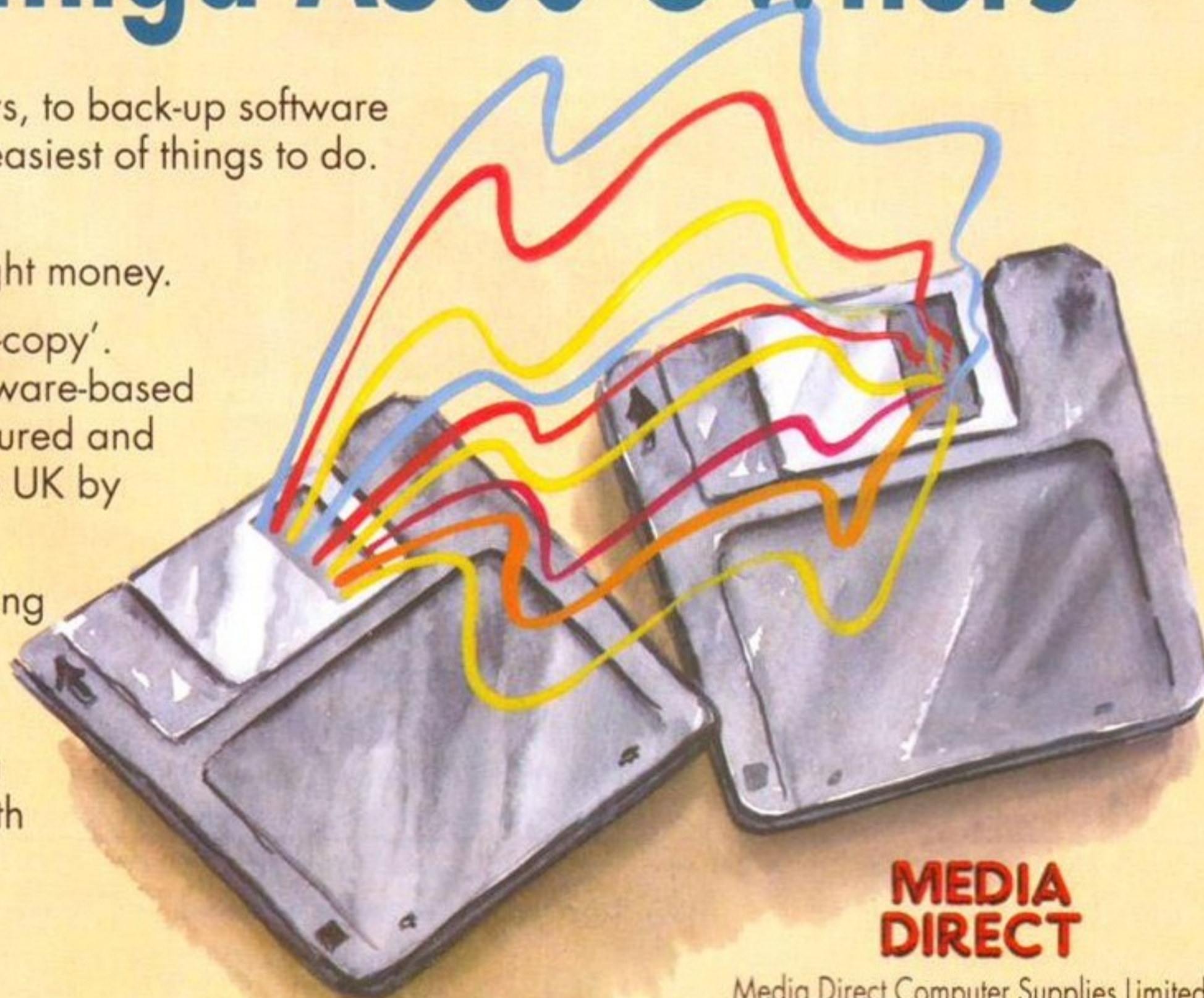
And, at just £34.95 inc VAT, it's being sold at a price that no-one can reproduce!

Alternatively, purchase the Cumana CAX354 external drive together with Blit-a-copy for a combined price of £87.95

Trade enquiries welcome.

Please add £3.35 post and packing or £6.95 for a two day delivery service or £9.00 for a 24hour service.

Media Direct Computer Supplies Limited does not condone or encourage the reproduction of copyrighted software.



MEDIA DIRECT

Media Direct Computer Supplies Limited,
Unit 3, Railway Enterprise Centre,
Shelton New Road,
Stoke-on-Trent ST4 7SH
Tel: 0782 208228
Fax: 0782 281506

WIN A £25,000 RED PORSCHE

911



OR £20,000!



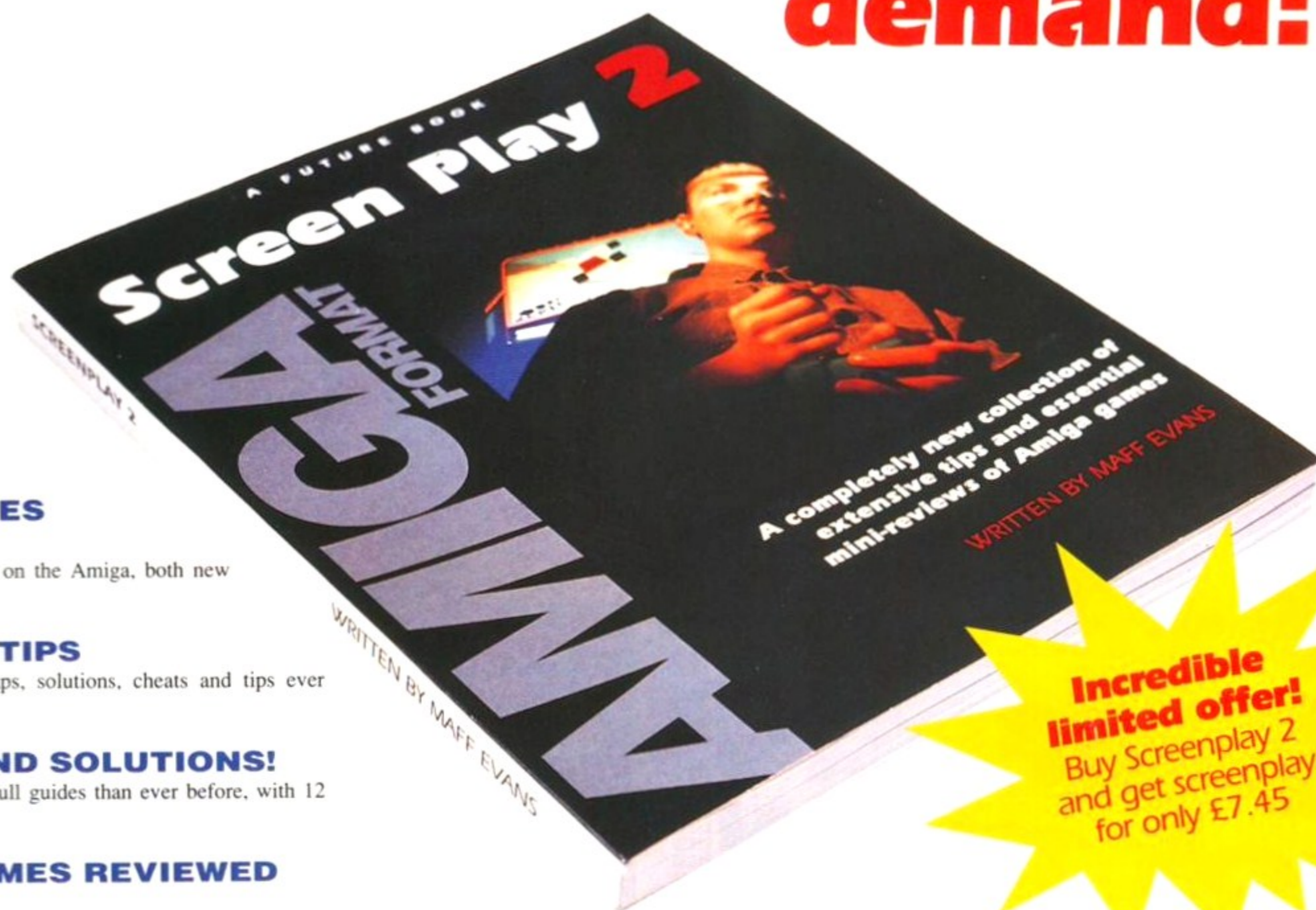
In our competition we give you the choice of which prize you'd like to win! It could be a red PORSCHE 911 with the exclusive number plate RED 911H! Or if you prefer you can take a £20,000 cash prize instead! It's an easy to competition to play, just pick the subject you like and dial the number! You've got 4 different ways you can win!



0898 343 911 -Sport 0898 343 924 -TV Stars
0898 343 928 -Pop Stars 0898 343 944 -Film Stars

Calls cost 36p (cheap rate) and 48p (at all other times) per minute including VAT. For a rules or winners list send a SAE to: Populuxe, PO Box 2065, London, W12 9JH. All entrants should be 18 or over.

The ultimate games guide is back by popular demand!



OVER 100 GAMES REVIEWED

Want to know the top games on the Amiga, both new and old? Find out here!

180 PAGES OF TIPS

The biggest collection of maps, solutions, cheats and tips ever assembled in one place.

MORE MAPS AND SOLUTIONS!

Screen Play 2 features more full guides than ever before, with 12 games mapped.

ALL THESE GAMES REVIEWED AND TIPPED:

Archipelagos, Atomic Robokid, **Awesome**, Back to the Future II and III, **Car-Vup**, Chip's Challenge, **Chuck Rock**, Crackdown, **Drivin' Force**, Dynamite Dux, **E-Motion**, Empire Strikes Back, **ESWAT**, Ghostbusters 2, **Ghosts 'n' Goblins**, Gremlins 2, **Hammerfist**, Horror Zombies, **The Immortal**, Ivanhoe, **Kid Gloves**, Killing Game Show, **LED Storm**, Line of Fire, **Llmatron**, Lotus Esprit Turbo Challenge, **Manic Miner**, Midnight Resistance, **Monty Python's Flying Circus**, Narc, **Ninja Spirit**, Nitro, **Operation Thunderbolt**, Predator 2, **Robocop 2**, Saint Dragon, **SCI**, Shadow Warriors, **Skidz**, Spherical, **Spy Who Loved Me**, SWIV, **Teenage Mutant Hero Turtles**, Toki, **Turrican**, Turrican 2, **Virus**, Viz, **Z-out**

FULL SOLUTIONS FOR:

Cruise for a Corpse, Dragons Lair II, **Fantasy World Dizzy**, Indiana Jones III, **Leisure Suit Larry**, Maniac Mansion, **Rick Dangerous 2**, Rise of the Dragon, **Search for the King**, Secret of Monkey Island, **Time Machine**, Treasure Island Dizzy, **Wonderland**

EXTENSIVE PLAYERS' GUIDES :

Armour-Geddon, **Battle Command**, Captive, **Carrier Command**, Deuterios, **Dragons Breath**, Eye of the Beholder, **Full Contact**, Gods, **Hero Quest**, Indianapolis 500, **James Pond**, Lemmings, **Mean Streets**, Pang, **Prince of Persia**, Speedball 2, **Spindizzy Worlds**, Supercars 2, **Warhead**

**Incredible
limited offer!**
Buy Screenplay 2
and get screenplay
for only £7.45

Costing only £9.95 The ultimate guide

to Amiga games has been succeeded by an heir.

Maff Evans has spent months putting together a brand new collection of top tips, helpful hints and informative reviews.

ORDER FORM

I would like to order ___ copy/copies of
SCREENPLAY 2

at the price of **£9.95 (+1.45 per copy P&P)**

I would like to order ___ copy/copies of
or SPECIAL LIMITED PERIOD OFFER

both SCREENPLAY1 and SCREENPLAY 2

at the price of **£17.40 (+1.45 per copy P&P)**

Please send payment with this order form in a
sealed envelope to:

AMIGA FORMAT SCREENPLAY 2 Book

FREEPOST

Future Publishing Ltd

Somerton, Somerset TA11 7BR

No stamp required if posted in the U.K.

Please allow 28 days for delivery.

Name _____

Address _____

Post Code _____

Telephone _____

I enclose cheque/PO for £ _____

Please debit my Access/Visa card: (delete as appropriate)

My card no. is _____

Expiry date _____

Signature _____

OR Phone our credit card hotline 0458 74011

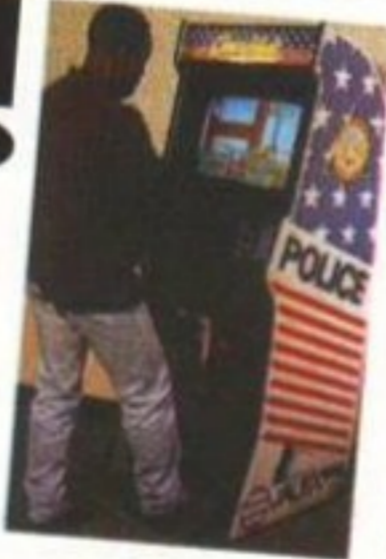
DECEMBER ISSUE OUT NOW!

And even - even! - better, the double-disk January issue will be hitting the streets on Thursday 19th December. Order yours now!

WIN!

**BRITAIN'S
BEST-SELLING
AMIGA GAMES
MAGAZINE!**

Coin-op
up for
grabs!



REVEALED!
**THE NEW
AMIGA**
The great
things it
can do (and
the odd ones
it can't...)

Future
PUBLISHING

Your
guarantee
of value



ISSUE 8 £2.95 DECEMBER 19

FROM THE MAKERS OF AMIGA FORMAT, A MAGAZINE WITH ATTITUDE

AMIGA POWER

FOOORRE!

MicroProse do a
golf game, and
(yes!) it's a
stunner!



ALL I WANT FOR CHRISTMAS...

WOW! Some day all
arcade adventures
will be this way...



Amiga Power shows the stuff you must have!

PLUS! PLUS! PLUS!
AMIGA POWER DISK 8

TIPS!
LOTUS II
POWERMO
NGER
ARMOUR-
GEDDON
AND MORE!



WANT TO KNOW MORE THEN? THEN FLICK TO PAGE 7! →



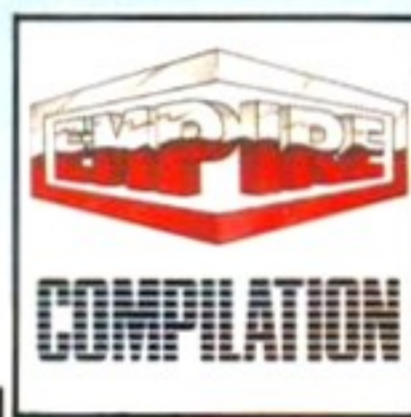
SOCCER STARS



**FOUR GREAT GAMES !!
ONE BIG VALUE PACK !!**

AVAILABLE FOR: COMMODORE AMIGA, ATARI ST, IBM PC & COMPATIBLES*, COMMODORE 64, AMSTRAD CPC AND SPECTRUM.

* IBM PC VERSION INCLUDES THE FOLLOWING GREAT GAMES: KICK OFF 2, MICROPROSE SOCCER, WORLD CHAMPIONSHIP SOCCER.™



© 1991 Sega Enterprises Ltd. All Rights Reserved. "World Championship Soccer" and "Sega" are trademarks of Sega Enterprises Ltd., Japan. This game has been manufactured under licence from Sega Enterprises Ltd., Japan.

EMPIRE SOFTWARE, 4-6 THE STANNETTS, LAINDON NORTH TRADE CENTRE, BASILDON, ESSEX SS15 6DJ TEL: 0268 541212 FAX: 0268 541125

TERMINAL SOLUTIONS



☎ 0524 848686

28 GREAT JOHN STREET
LANCASTER
LANCS. LA1 1UH

PACK 1

£359

Amiga 1MB CARTOON CLASSICS with:-
The Simpsons, Captain Planet, Lemmings & Deluxe Paint 3

PACK 2

£399

Amiga 1MB CARTOON CLASSICS - All of PACK 1 plus

GUNSHIP ULTIMATE GOLF GAZZA 2
SWIV TOYOTA CELICA TEST DRIVE 2
AND.....A COMPETITION PRO JOYSTICK!!!!

STAR PRINTERS

Inc. PRINTER LEAD

STAR LC20.....£149	LC24-10.....£214
LC24-200.....£249	LC200.....£214
STAR LC24-200 COLOUR.....£289	

TO ORDER

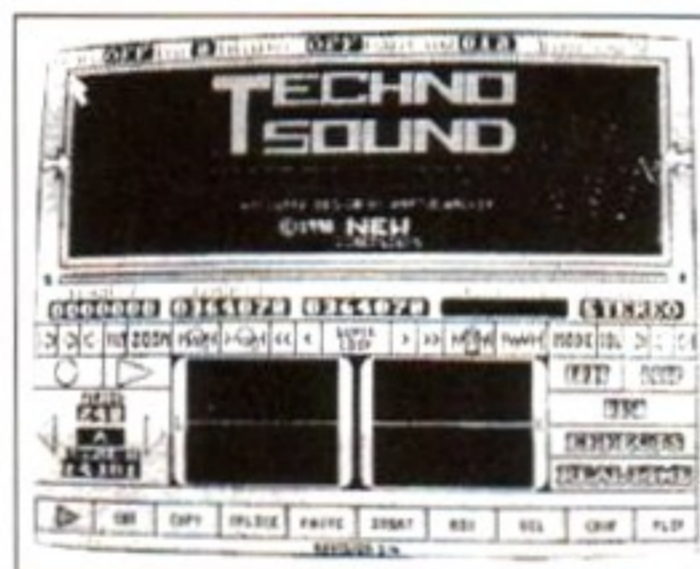
SEND CHEQUES WITH DELIVERY ADDRESS & Tel. No. FOR CREDIT CARDS JUST PHONE

PRICES inc. CARRIAGE & VAT. NO EXTRAS

*Why buy an ordinary sound sampler
- when you can buy a recording studio?*

TECHNOSOUND Turbo

**SOUND SAMPLING SYSTEM FOR
THE AMIGA + AUDIO LEADS**



- ★ SONG SEQUENCER
 - ★ MIDI SEQUENCER
 - ★ VARIABLE DIGITAL DELAY
 - ★ VARIABLE CUT BUFFER
 - ★ FULL MULTITASKING
 - ★ 57 RECORDED SAMPLES
 - ★ SAMPLE LIBRARY
- BROCHURE

- ★ STATE OF THE ART TRUE STEREO CARTRIDGE
- ★ OVER 100 INTERACTIVE FUNCTIONS
- ★ SIMPLE TO USE TUTORIAL AND USER GUIDE
- ★ STUNNING REAL TIME EFFECTS INCLUDE:- Echo - Reverb - Hall - Voice Synthesis - Phaser and Vibrato.
- ★ EXTENSIVE EDITING AND LOOPING FACILITIES

**SOFTWARE UPGRADE
AVAILABLE TO EXISTING
USERS FOR ONLY
£6.00 + £1.00 P&P**

**NEW
DIMENSIONS**



BROOKLANDS HOUSE
BRYNGWYN, RAGLAN
GWENT NP5 2AA
0291-690933/690901

£39.99

+ £1.50 POST AND PACKING

Bringing this seasonal issue of Screenplay to a close are enough end-of-year charts to make Bruno Brookes and Mike Read look decidedly intelligent...



Spoutro

TOP 10

Top Ten of Games Review Gibberish

Games are often reviewed using shorthand catchphrases. They're fine if you know what they mean but if you don't, read on.

- 1 Parallax** - A visual effect used to create an image of depth. To supplement the foreground where the game's action takes place, a layer(s) of background is displayed behind. As the foreground scrolls (qv) the background is scrolled in the same direction but proportionally faster to enhance the illusion.
- 2 Scroll** - This is the way the foreground is physically moved in response to your directional commands. The scrolling is usually initiated by the movement of your sprite (qv), which stays stationary as the screen moves. The smoother the scroll the better the illusion of movement.
- 3 Player interface** - How you tell the game exactly what you want it to do. The player interfaces with the game via a joystick, mouse or keyboard. A good interface - regardless of the control system - allows fast, accurate control and permits players to access all the games functions with the minimum hassle.
- 4 Sprite** - Most moving objects/characters in computer games are sprites. These are a separate series of animation frames that are 'pasted' on top of the foreground. Either the players actions or the game's program dictate which of the sprite's frames of animation need to be shown next.
- 5 Collision detection** - The sprites you control are all surrounded by an invisible box. If a bullet/weapon/background passes into this box a 'collision' is detected and the relevant animation for a hit is displayed. If the collision detection is bad you may be killed unfairly, by bullets that clearly missed etc.
- 6 Frame rate** - The number of times per second the screen display is actually changed. The human eye is deceived by rates in excess of 12 frames per second, so games that exceed this appear to flow smoothly. The complex maths involved in 3D flight simulations means that they can fall below this and look jerky.
- 7 Vector graphics** - To accurately model a three dimensional space on a computer is to use only geometric shapes. Any object can be described by its coordinates within this space. The coordinates are stored as vectors, and the multi-sided shapes they describe are three dimensional polygons. The objects in these games are not sprites and look as if they are made of flat panels.
- 8 RPG** - Role-playing games originated with Dungeons and Dragons in the late 70s. The character description offers special abilities and limitations which must be observed during play. The more accurately a character description is adhered to by the player the better. RPG also stands for Rocket Propelled Grenade which no-one writes games about.
- 9 em-up** - A suffix that describes games with one primary motive. Shoot-em-ups are scrolling games where everything must be killed, fighting games become beat-em-ups, platform games leap-em-ups, sports games score-em-ups and football management simulations oh-god-these-are-so-boring-em-ups. These are prone to abuse for the sake of a cheap pun(em-up!).
- 10 Port** - Due to the prohibitive cost of game development, core parts of games programs are often 'ported' from one format to another, eg ST-to-Amiga, PC-to-Amiga, Spectrum-to-Amiga (?). These 'multi-format' programs cannot utilise machine-specific hardware unless they are heavily reworked, and so often fail to get the best from the Amiga. Port is also a fortified wine consumed after dinner parties.



Populous, the first god game ever. It's as good (god) as ever and only costs a tenner!

Populous

Electronic Arts/Star Performer £10.99

God this game is good. Or should that be this is a good god game? Regardless of the order, all the above apply to *Populous* in a severe way. This is title that shook the world and introduced the concept of god games. The first aren't always the best, but *Populous* was a title that's only recently been beaten by the likes of *Mega-lo-Mania*, *Utopia* and *Populous 2*. Now it's out for a tenner, is it worth it? Yes. In *Populous* you fight head-to-head against an enemy god in a popularity contest. The aim is to win over the population of an island by levelling the land, creating leaders for them and destroying their foes. The enemy god does the same and the resulting power struggle is a rivetting test of tactics.

The relative popularity of both gods is what limits their power. The more people you've protected the more powerful godly weapons are at your disposal. Potent gods can cause earthquakes, flood landscapes and send their entire populations into battle. The effects look a little dated, especially when you've seen *Populous 2* (Page 80) and the speed leaves a little to be desired. Regardless of this though the game design itself is solid and as much fun as the day it was released. If you fancy a god game but don't want to risk a full pricer, check out *Populous*.

Stunt Car Racer

Kixx £7.99

Screaming around a rollercoaster track in a souped-up dune buggy trying to stay on the track and ahead of a competitor's car. *Stunt Car Racer* brings a brand new twist to racing, with its insane tracks and an addictive edge.

The game puts you at the bottom of a four league ladder and the aim is to race your way to the top. 16 stupidly wonderful tracks take you leaping vast chasms and up ridiculous hills. The stand alone game provides brilliant racing entertainment, but it is multiplayer mode where it really becomes a tour de force. Using a null modem lead to link two machines, two players can compete directly against each other. The dirty tricks this encourages and the sheer thrill of playing in somebody else's space is the nearest you can come to Virtual Reality without putting a silly hat on.



Low flying cars! Yup, Stunt Car Racer is back.



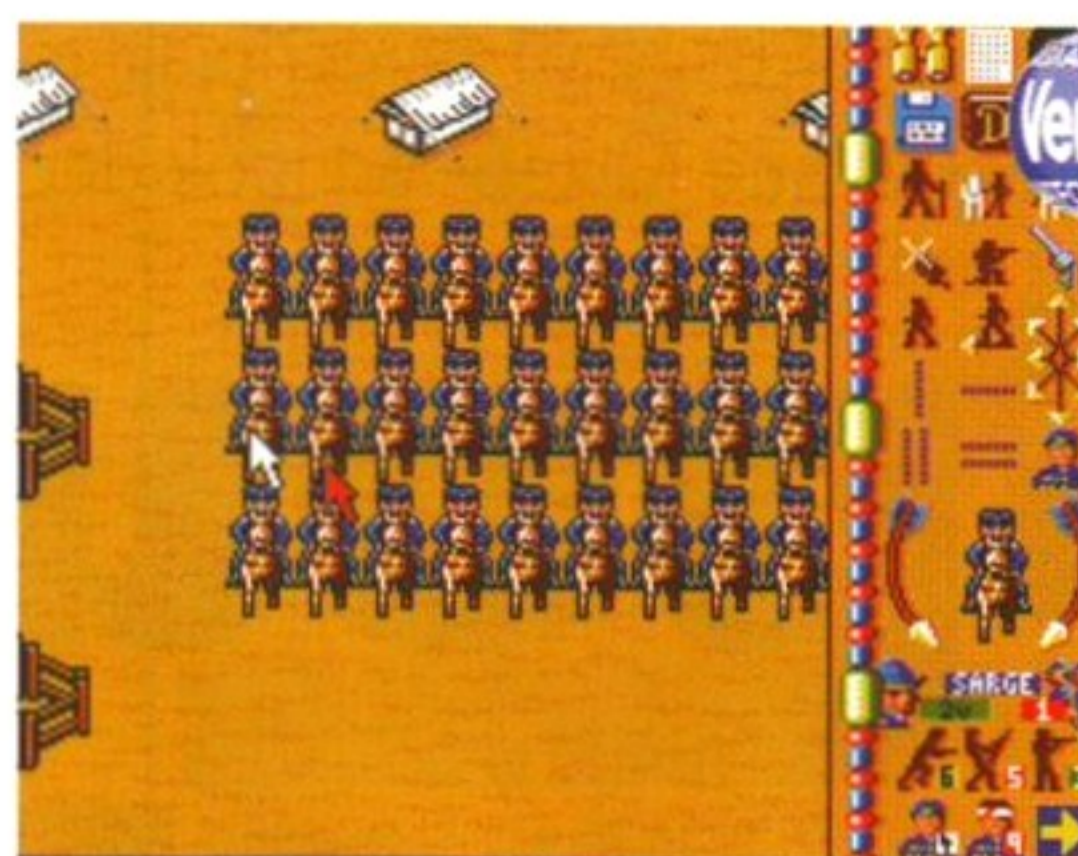
(Verdict) **74%**

Have white-sheet over heads will play platform games. Blinky's a daft idea that translates surprisingly well into a jolly little budget platform test of leaping and shooting. The good sprites help make the most of the gun pulling ghost.

Titanic Blinky

Zeppelin Platinum £7.99

You have to guide Blinky in a seek-and-collect romp across the Titanic, which is being used by a megalomaniac to terrorise the world. Not much originality in the plot and gameplay there, but *Titanic Blinky* is cute and colourful with a few nice touches. It's pretty cheap, and entertaining enough to while away the odd half hour.



(Verdict) **68%**

Right boys we're the Seventh Cavalry and we've arranged to be massacred at 11 O' clock. So I want nice tight formations to make us an easier target for those Indian folk. Fort Apache lets you recreate American history anyway you see fit.

Fort Apache

Impressions £25.99

Not Fort Apache the Bronx, but Texas. Impressions once again bring cute graphics to the strategy scene. In the same vein as *Charge of the Light Brigade* – but using a more refined interface – Fort Apache takes you into battle with American Indians in the late 1800s. Played on a day-by-day basis it runs through a never-ending stream of 'random' events that have to be contained/killed. Diverting, but hardly rivetting it is a commendable war-game with a different feel.



(Verdict) **41%**

Well the idea's good, but ... Wild Wheels tries its hand at motorised soccer but scores something of an own goal by lacking any deep gameplay.

Wild Wheels

Ocean £25.99

Just when you thought all the permutations of football had been covered, along comes *Wild Wheels*. The game is a 3D footy game played between teams of cars. The idea is pretty original and the presentation is rather neat, but Wild Wheels lacks one vital element: gameplay. The challenge is minimal to say the least, meaning that the game is fated to live out its days in the recesses of the software cupboard.



(Verdict) **58%**

Baby Jo has an ultra cute edge which is supported by masses of babylike anims. The game's hard to control though, and the scroll's a bit jerky, but if you really want a baby game...

Baby Jo in Going Home

Loriciel £25.99

Cute platform games seem to be *in* at the moment, with many releases crowding the shelves. This one tries to be cuter than most by putting you in control of a liddle baby (aah). Although the appearance is very sweet, with some amusing animation, the control method and overall game feel is sadly lacking. Proof that you can't get by with cutesy graphics alone!

Compilation Corner



(Verdict) **73%**

The classic car racer Indy 500 makes its compilation debut at pole position in the pack.

Air, Land and Sea

Electronic Arts £34.99

Indianapolis 500, *FA-18 Interceptor* and *688 Attack Sub* are brought together in this excellent sims pack. *Indy 500* was top of the 3D racing tree until MicroProse *Formula One* popped up this month. It's a stunningly fast, real-time simulation of the great American car bash. *FA-18* is still one of the best flight sims around while *688 Attack Sub* received 86 per cent back in AF10. It looks a little pricey at £35 but all three have real staying power.



(Verdict) **78%**

Eggcellent five game value with Dizzy. Three games are a bit samey but two have a decent edge.

The Dizzy Collection

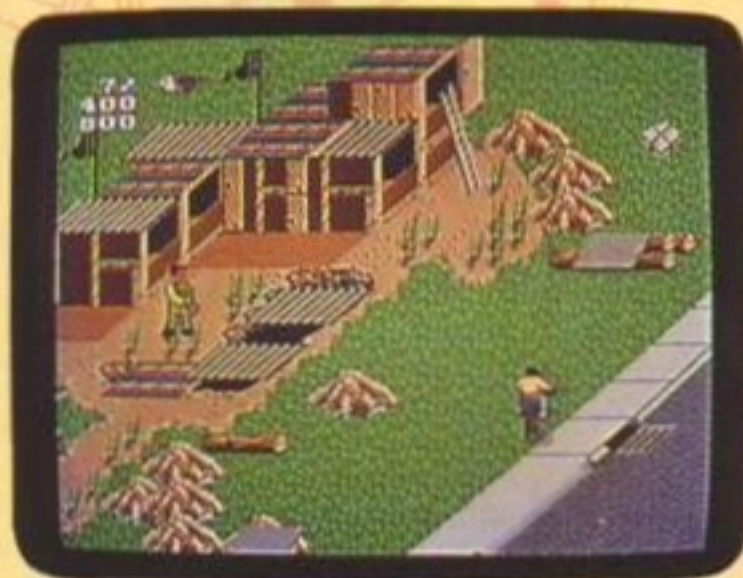
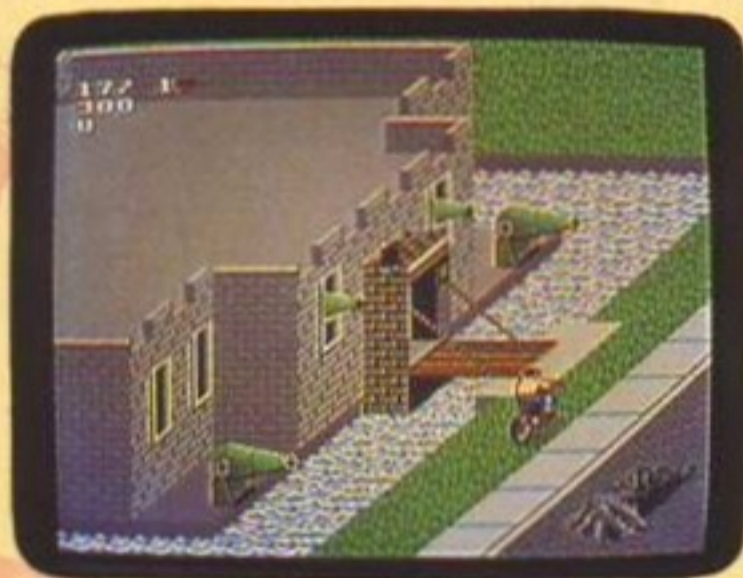
Codemasters £12.99

Codemasters best-selling Egg hero hits back with this five pack extravaganza. *Treasure Island*, *Magicaland* and *Fantasy World Dizzy* are primitive but jolly arcade adventures. *Fast Food* is a Pac Man clone with burgers instead of points pills and the best of the bunch: *Kwik Snacks Dizzy* is a platform challenge with some neat moments. None of them will change the way the games are written, but at all exhibit smart touches and gameplay flourishes.

Look out - he's back!

PAPERBOY 2

No window is safe. No fence is too high. The paperboy is determined to deliver the paper to his subscribers any way he can. Tossing papers left and right, riding in three directions, jumping anything, this free-wheeling carrier visits more neighbourhoods and houses, faces more targets and obstacles, in more vivid colours than ever before. Plus, rad stunt riding and BMX tracks in bonus rounds. Choose to ride as either Paperboy or Papergirl too!

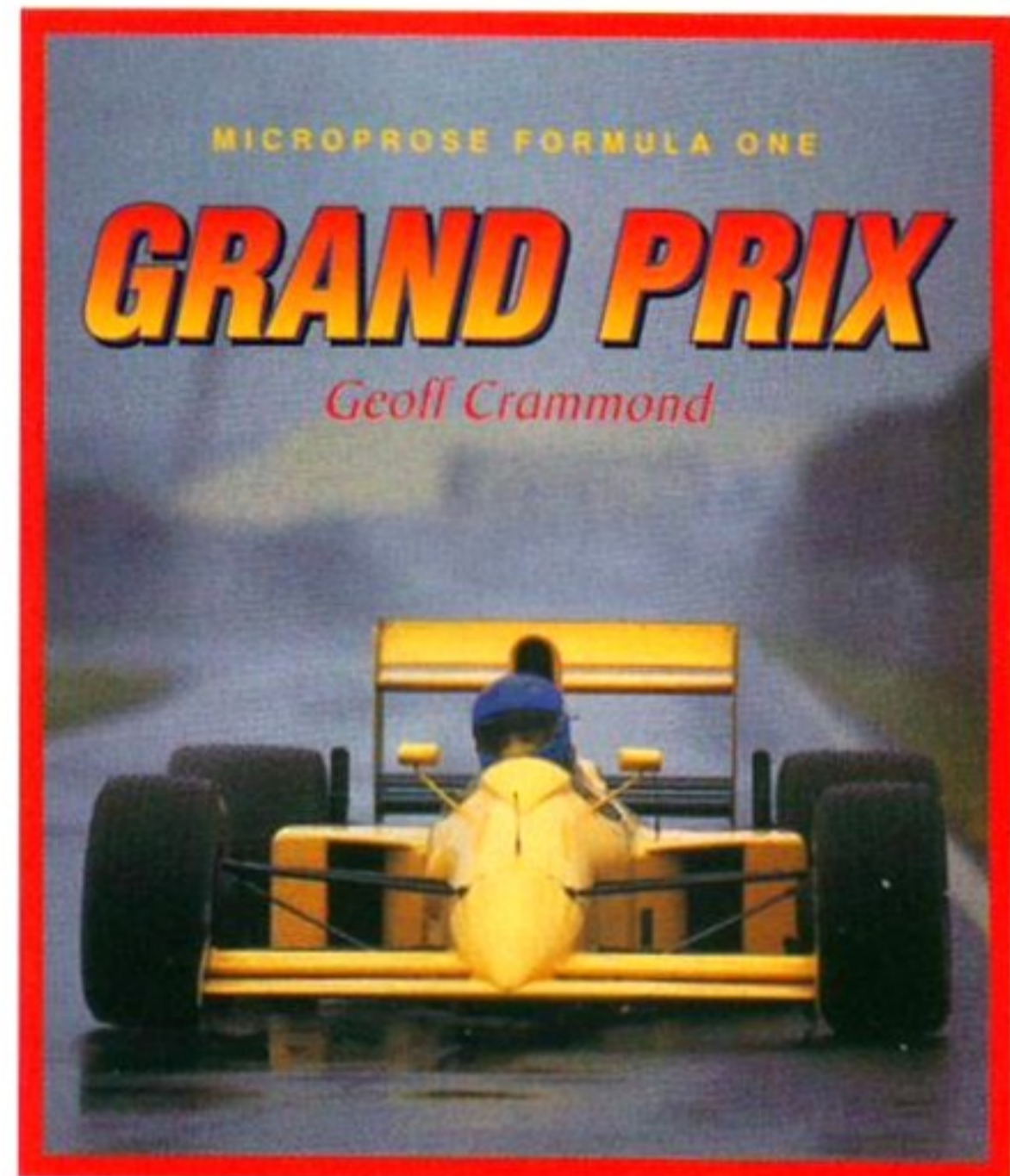
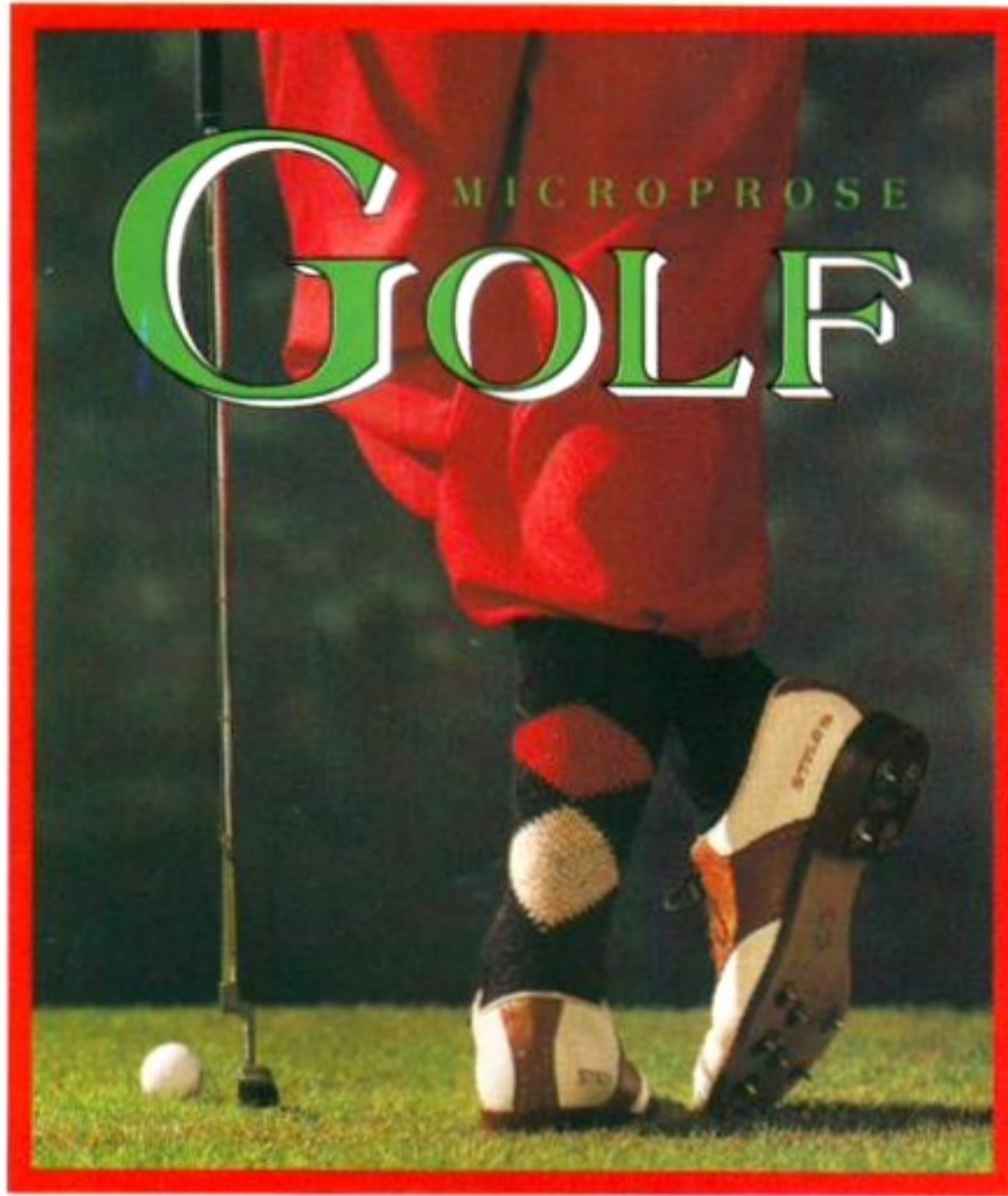


Copyright 1991 Tengen Inc.
Paperboy 2 is a trademark of Tengen Inc.
All rights reserved



For your local dealer, contact **Mindscape International Ltd**, The Coach House, Hooklands Estate, Scaynes Hill, West Sussex RH17 7NG. Tel: 0444 831 761

*When
sport gets serious...*



*At MicroProse we're serious about sport.
Because we know you are.*

But it's only a game.

*Try to remember that when you're playing our
simulations*

MICRO PROSE™
SIMULATION • SOFTWARE

The Amiga Format 1991 Full Price Chart



This is compiled from the monthly Gallup charts and shows how the games of the year stacked up against each other. It measures both the time that was spent in the Top 30 and the positions achieved. How did Lemmings stack up against the Turtles? What was the most popular game of 1991? How did your personal fave do in this end-of-the-year report? Read on – and pay attention, we'll be asking questions later!

Position	Title	Months in chart	Highest position	Score
1	PGA Tour Golf Electronic Arts	8	2	FG90%
2	Eye of the Beholder US Gold	7	1	FG92%
3	Lemmings Pysgnosis	9	1	FG92%
4	Monkey Island US Gold	7	2	FG92%
5	F-19 Stealth Fighter MicroProse	8	2	FG91%
6	Kick Off 2 Anco	9	3	FG94%
7	Speedball 2 Image Works	7	2	FG94%
8	Armour-Geddon Psygnosis	6	1	85%
9	Manchester United Europe Krisalis	5	1	80%
10	Gods Renegade	5	2	FG90%
11	Powermonger Electronic Arts	6	1	FG94%
12	Hero Quest Gremlin	5	5	85%
13	F-15 II MicroProse	4	1	FG90%
14	SWIV Storm	4	2	FG92%
15	Jimmy White's Whirlwind Snooker Virgin	3	1	FG91%
16	Robocop 2 Ocean	3	3	80%
17	Lotus Turbo Challenge Gremlin	6	2	89%
18	Teenage Mutant Hero Turtles Image Works	6	2	35%
19	Turrican 2 Rainbow Arts	3	3	80%
20	Cruise for a Corpse US Gold	3	3	FG90%
21	Indianapolis 500 Electronic Arts	2	8	FG92%
22	Panza Kick Boxing US Gold	5	9	69%
23	Thunderhawk Core Design	3	2	FG90%
24	Silent Service II MicroProse	3	2	82%
25	Life and Death Mindscape	5	11	70%
26	M1 Tank Platoon MicroProse	5	11	71%
27	Chuck Rock Core Design	3	3	80%
28	Switchblade 2 Gremlin	3	9	70%
29	Toyota Celica Rally Ocean	3	6	70%

Position	Title	Months in chart	Highest position	Score
30	SCI Ocean	2	3	76%
31	Terminator 2 Ocean	2	3	60%
32	Magic Pockets Renegade	2	4	85%
33	Kick Off - Winning Tactics Anco	2	3	72%
34	A-10 Tank Killer Sierra	3	7	75%
35	Toki Ocean	4	10	78%
36	Gremlins 2 Elite	3	9	79%
37	Supercars 2 Gremlin	3	6	80%
38	Viz Virgin	3	6	70%
39	Railroad Tycoon MicroProse	3	11	FG92%
40	Narc Ocean	2	10	63%
41	Supremacy Virgin	2	4	FG90%
42	Megatraveller Empire	3	14	70%
43	Captive Mindscape	1	14	FG91%
44	Golden Axe Virgin	3	10	80%
45	UMS II MicroProse	2	28	77%
46	Rugby - The World Cup Domark	2	6	82%
47	Utopia Gremlin	2	8	84%
48	Total Recall Ocean	2	12	77%
49	Elf Ocean	2	10	85%
50	Last Ninja 3 System 3	2	10	81%

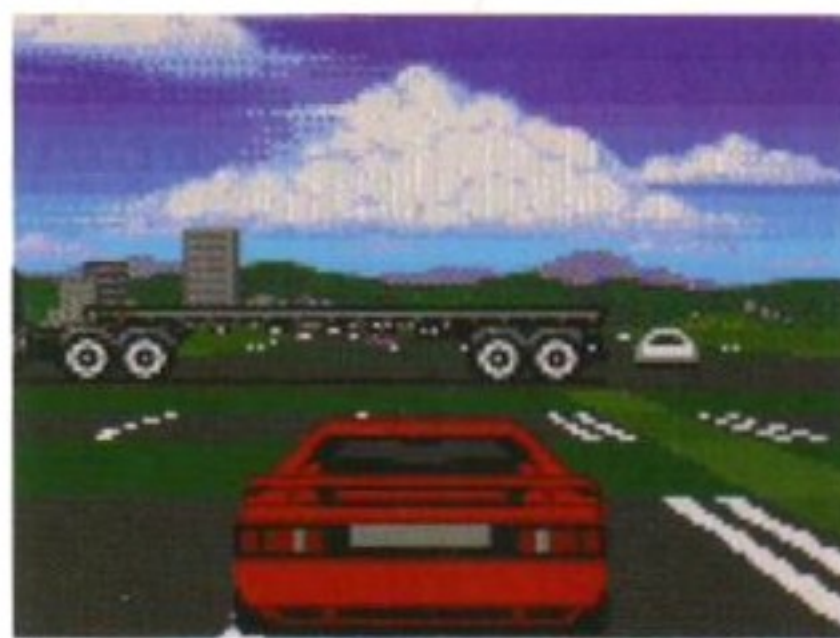
The Top Ten Games of the Year



THE AMIGA FULL PRICE CHART

1(-)	New Lotus Turbo Challenge 2	Gremlin	£25.99	89%
2(-)	New Alien Breed	Team 17	£25.99	74%
3(-)	New Mega-lo-Mania	Image Works	£30.99	FG%
4(13)	▲ Final Fight	US Gold	£25.99	60%
5(1)	▼ Jimmy White's Whirlwind Snooker	Virgin	£29.99	FG91%
6(22)	▲ Rugby - The World Cup	Domark	£24.99	82%
7(4)	▼ Magic Pockets	Renegade	£25.99	85%
8(3)	▼ Terminator 2	Ocean	£25.99	60%
9(7)	▼ PGA Tour Golf	Electronic Arts	£25.99	FG90%
10(2)	▼ Silent Service 2	MicroProse	£34.99	82%
11(8)	▼ Utopia	Gremlin	£29.99	84%
12(-)	New OutRun Europa	US Gold	£25.99	78%
13(5)	▼ Cruise for a Corpse	US Gold	£25.99	FG90%
14(9)	▼ Manchester United Europe	Krisalis	£25.99	80%
15(11)	▼ Monkey Island	US Gold	£29.99	FG91%
16(15)	▼ Rainbow Collection	Ocean	£19.99	Comp
17(12)	▼ Thunderhawk	Core Design	£30.99	FG90%
18(-)	New 4D Sports Boxing	Mindscape	£25.99	79%
19(17)	▼ Eye of the Beholder	US Gold	£30.99	FG91%
20(10)	▼ Last Ninja 3	System 3	£25.99	81%
21(-)	New Board Genius	Beau Jolly	£29.99	Comp
22(25)	▲ Kick Off 2	Anco	£25.99	FG94%
23(16)	▼ Lemmings	Pysgnosis	£25.55	FG92%
24(-)	New Super Space Invaders	Domark	£24.99	82%
25(-)	New Final Blow	Storm	£25.99	42%
26(-)	New Shadow Sorceror	US Gold	£27.99	74%
27(-)	New Strike Fleet	Electronic Arts	£25.99	80%
28(18)	▼ F-15 Strike Eagle II	MicroProse	£29.99	FG90%
29(-)	New Air Combat Aces	UBI Soft	£30.99	Comp
30(14)	▼ Flight of the Intruder	Image Works	£34.99	88%

Chart compiled by Gallup Ltd © 1991 European Software Publishers Association



That empty truck was full of Lotus Turbo Challenge 2 boxes until they sold out!

That's the Spirit!

Gremlin's cracking *Lotus Turbo Challenge 2* screeches to a halt on the Number One spot. The king of the sprite-based racers has even defeated the mighty *Jimmy White* in this all comers popularity contest. Judging by the phenomenal number of peeps who've written to Gamebusters with complete lists of passwords it's a very big hit with everybody who's played it. Most excellent, young Gremlin, most excellent indeed!

Team 2

It may be Grim Up North but Yorkshire's Team 17 have found a way to lighten their day: write best-selling software. The ex-PD coders first took the budget chart by storm and are now doing the same with the full price variety. Its popularity couldn't have anything to do with the range and nature of the cheats available could it? Legend has it that typing the name of an ex-*Amiga Format* Tech Ed or astute observations about Dolly Parton's physique into one of the game's terminals yield interesting results?



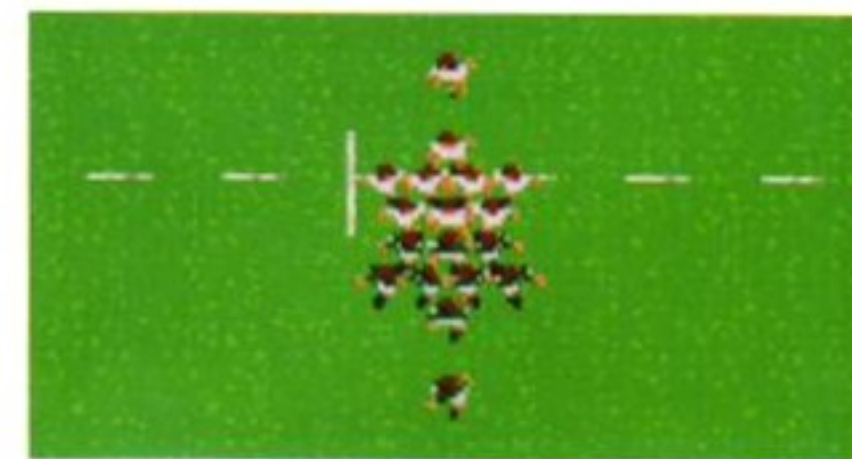
It's mine all mine. Well the number 3 slot is. Can the Mega-lo-Maniacs make it to No.1?

BUDGET CHART

1(1)	Return to Europe	Anco	£7.99
2(-)	Populous	Star Performer	£10.99
3(2)	Bubble Bobble	Hit Squad	£7.99
4(7)	TV Sports Football	Mirror Image	£9.99
5(6)	Head Over Heels	Hit Squad	£7.99
6(3)	Shadow of the Beast	Sizzlers	£7.99
7(5)	Full Contact	Team 17	£9.99
8(4)	Dragon Ninja	Hit Squad	£7.99
9(-)	New Zealand Story	Hit Squad	£7.99
10(9)	Fantasy World Dizzy	Codemasters	£6.99

Tower Critical!

After a long, long, wait *Mega-lo-Mania* finally reaches the shelves this month and already Sensible Software's god game is a huge hit. First featured on an *Amiga Format* Coverdisk five issues ago, its release kept being delayed. But, it looks as if aspiring Mega-lo-Maniacs are patient folk and as anyone who has played it will know, *Mega's* worth the wait.



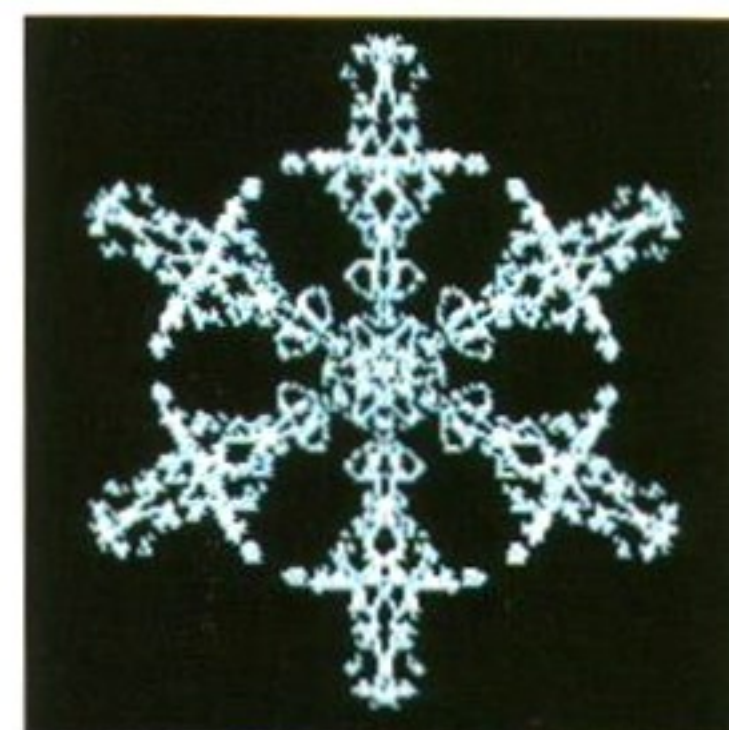
Domark call and make a chart mark.

World in Union

Domark may have missed the Rugby World Cup hype by a Gavin Hasting's-like margin but it hasn't hurt. It seems folk are hungry for fast, playable sports sims and Rugby fits the bill perfectly. It's reassuring to see that good games don't necessarily need hype to reach the charts semi-finals.

Spot the Snowflake

Somewhere in Screenplay (from Previews to Gamebusters) we've hidden a snowflake, it's there but where? If you spot it and fancy one of those nifty *Amiga Format* T-shirts (see Page 232 for a piccy) then write the answer on the back of the duffest Christmas card you receive and get it to us by January 20th 1992. The worst card with the right answer wins! Look, there it is...



I wonder where that snowflake be? There's one hiding somewhere in a Screenplay screenshot - but slightly better hidden than this one. Spot that seasonal flake and win a T-shirt.

You know what you want from your computer, that's why you're choosing AMIGA

*...NOW YOU'VE CHOSEN THE RIGHT
COMPUTER, MAKE SURE YOU CHOOSE
THE RIGHT DEALER*

Anyone can be good at selling Amiga or CDTV, but sadly, that's often where it ends. So, when it's time to choose the **best** computer, it's also time to find the **best** supplier. The one who is not only always competitive, but the one who also gives you the best possible ongoing support for you and your system.

Gordon Harwood Computers, Pioneers of the 'Complete Pack' approach, have specialised in Commodore, from the earliest VIC 20, to the latest Amiga, for almost a decade... In fact, we've supplied so many, if you ask all your friends, the chances are that some of them can tell you already of our excellent service.

Our service means that we'll help you get the most from your new system straight away. But, if you do have problems, and need that extra hand, that's where we have earned our reputation.

If you'd like all this, and more:

- FRIENDLY AND HELPFUL EXPERT ADVICE
- UNLIMITED ACCESS TO CALL IN SUPPORT AND EX-DIRECTORY TELEPHONE TECHNICAL HOTLINE
- ALL ADVERTISED PRICES FULLY VAT INCLUSIVE
- SHOWROOM DISPLAYS OF OUR EXTENSIVE RANGE OF HARDWARE, SOFTWARE AND PERIPHERALS
- EXPRESS COMPUTERISED MAIL ORDER, STOCK WARRANTY AND CUSTOMER SUPPORT SYSTEM
- COMPREHENSIVE INSTRUCTIONS WITH ALL SYSTEMS HARDWARE AND HELP BULLETINS WHERE REQUIRED
- FREE COLLECTION OF MAJOR HARDWARE ITEMS REQUIRING IN WARRANTY SERVICE
- NEW PRODUCT 30 DAY REPLACEMENT GUARANTEE
- EXPERIENCED AND TRAINED SERVICE TECHNICIANS
- AND OF COURSE, THE MOST COMPREHENSIVE RANGE OF COMPETITIVE PRODUCTS AND PACKS ANYWHERE!

**GORDON
HARWOOD
HARWOOD
HARWOOD**
Computers

*The Closer you look,
The Better we look.*

COMMODORE AMIGA CENTRE
CDTV CENTRE
PHILIPS APPOINTED DEALER
STAR GOLD DEALER
CITIZEN DEALER PLUS
APPLE™ AUTHORISED DEALER

CARTOON CLASSICS MEGA 21 New GORDON 21 MEGA GAME 1Mb.

HARWOODS POWERPLAY PACK 1 COMES OF AGE WITH 21 GREAT GAMES AND INCLUDES 1Mb. AMIGA CARTOON CLASSICS WITH THE SIMPSONS, LEMMINGS AND CAPTAIN PLANET PLUS 18 EXTRA GAMES ONLY FROM HARWOODS!!!

ALL OUR AMIGAS ARE UNITED KINGDOM SPECIFICATION AND INCLUDE THE FOLLOWING...

- 1 Mb. Disk Drive
- 1Mb Ram Memory
- TV Modulator
- 4096 Colours
- Multi Tasking
- Speech Synthesis
- 4 Channel Digital Stereo Sound
- Amiga Mouse
- Operation Manuals
- Workbench Disks
- ALL Connecting Cables

PLUS...All OUR Amigas are backed by Harwoods Great Service

[Please see full details in our 'Ordering Made Easy' panel final page]



THAT'S RIGHT HARWOODS HAVE PUT TOGETHER THE ULTIMATE AMIGA PACKS YET AGAIN... STARTING WITH POWERPLAY PACK 1 WHICH INCLUDES 21 GREAT GAMES!

Just look at what you get NOW...

- AMIGA A500 COMPUTER WITH A FULL 1Mb. OF MEMORY!
 - THE SIMPSONS, BART vs THE SPACE MUTANTS - Thats right man!
you can play the computer version of this popular TV cartoon. By Ocean.
 - CAPTAIN PLANET - created from the award winning TV show, now's your chance to save the earths environment with this ultimate adventure... your Eco-Copter is waiting. By Mindscape.
 - LEMMINGS - Are you as smart as Lemmings are stupid, match your intelligence against their lack of it as you play the 140 levels of the most original game of '91 (European Computer Leisure Awards Winner). By Psygnosis.
 - EDUCATIONAL BASIC LANGUAGE FOR CREATING YOUR OWN PROGRAMS
 - DELUXE PAINT III GRAPHICS PACKAGE WITH ANIMATION
 - TAILORED DUST COVER AND MOUSE MAT
 - AND A SUPERB HIGH QUALITY MICROSWITCHED JOYSTICK,
 - PLUS.... 18 MORE GREAT GAMES, THERE'S SOMETHING FOR EVERYONE...
- BLOODWYCH** - Fantasy role-playing game, great interaction with your computer created environment
BUBBLE+ - Help the dawdling ghost and the soap bubble, escape from the old deserted manor house
CAPTAIN BLOOD - Astonishing creatures and animated 3D graphics, this is a game you just have to play
ELIMINATOR - A progressive multi stage flying shoot 'em up, on a long winding course, survive if you can!
HOSTAGES - You must get your team and hostages out of the terrorist overrun embassy, without loss of life
JUMPING JACKSON - In a deluge of colour and sound save the earth from sadness and melancholy music
KRYPTON EGG - A classic Breakout game, 60 screens, separated by 6 combat sequences
LANCASTER - Your mission is to fly the classic WWII bomber on its dangerous raids over enemy territory
LOMBARD RAC RALLY - You drive your 300 bhp Sierra Cosworth through demanding stages of the rally
PURPLE SATURN DAY - Four arcade games, an exciting high speed trip into total cosmic 3D space
SAFARI GUNS - Live the African experience in an animal sanctuary, track the poachers & Ivory traffickers
STIR CRAZY (Featuring Bobo) - Bobo & his inmates are planning a stunning trampoline jump prison escape
SKYCHASE - Airborne combat for every simulation fan. In this one or two player game, battle against your MIG flying adversary in your F-16 Falcon.
SKYFOX II - Skyfox II, the only ship fast enough to carry on the Skyfox legend. Fight to blow your federation enemies from the Galaxy, at speeds of 9000 kilometres/second!
STRIKE FORCE HARRIER - Puts you in the cockpit of one of Britains most exiting fighter aircraft. Multiple skill levels let you progress to become an ace pilot
TINTIN ON THE MOON - We've been captured by Colonel Jorgen and he's tring to scupper the moon misslon. Come on Tintin, you're the only one who can save us, and be the first on the moon
TV SPORTS FOOTBALL - Strap on your helmet for American football simulation that looks like the real thing.
XENON 2 MEGABLAST - This time it's war! The Xenites are back and have thrown time itself into turmoil.

Our packs always contain Professional Games NOT PD or multi-game disk titles

CARTOON CLASSICS MEGA 21
 NEW HARWOODS EXCLUSIVE!
 ...AND HARWOODS ALSO GIVE YOU A SUPERB BROCHURE OFFERING UP TO 16 NIGHTS FREE HOTEL ACCOMODATION IN AN EXTENSIVE SELECTION OF 400 HOTELS AROUND THE UK PLUS NOW A SPECIAL BUDGET FRANCE SUPPLEMENT IS INCLUDED!

Priced at an INCREDIBLE
£399.95 Including VAT

DON'T FORGET THAT WHILST YOU CAN OF COURSE PLAY THE GREATEST GAMES, WHEN YOU CHOOSE THE AMIGA YOU ARE ALSO GETTING A VERY POWERFUL PERSONAL COMPUTER. PROJECTS SUCH AS PROGRAMMING, GRAPHIC DESIGN, WORD PROCESSING OR OTHER BUSINESS APPLICATIONS, EDUCATION FOR A WHOLE HOST OF SUBJECTS FROM PRIMARY LEVEL TO 'O'LEVEL ARE ALL A REALITY WITH THE SYSTEM THAT YOU CAN REALLY GROW WITH AS YOUR COMPUTING EXPERIENCE EXPANDS. EUROPEAN COMPUTER OF THE YEAR 1991, EUROPEAN COMPUTER LEISURE AWARDS

We reserve the right to substitute individual software titles or pack items should the need arise.

HARWOOD

POWERPLAY PACKS

HARWOOD'S BRILLIANT AMIGA 1Mb 'MEGA 21' GAMES PACK 2

That's right you get the fantastic Amiga & ALL THE EXTRAS detailed in Harwoods "Mega 21" Games Pack 1 (left), plus F19 Stealth Fighter AND you also get...

THE SUPERB PHILIPS CM8833/II STEREO COLOUR MONITOR

Twin Stereo Speakers, Green Screen Switch, Free Lead to Amiga, Tailored Dust Cover 12 Months on-site maintenance warranty (See monitor panel for details)



A SPECIAL PACK FROM HARWOOD'S FOR YOU SEE THOSE GAMES WITH SUPERB CLARITY AND IN FANTASTIC STEREO...

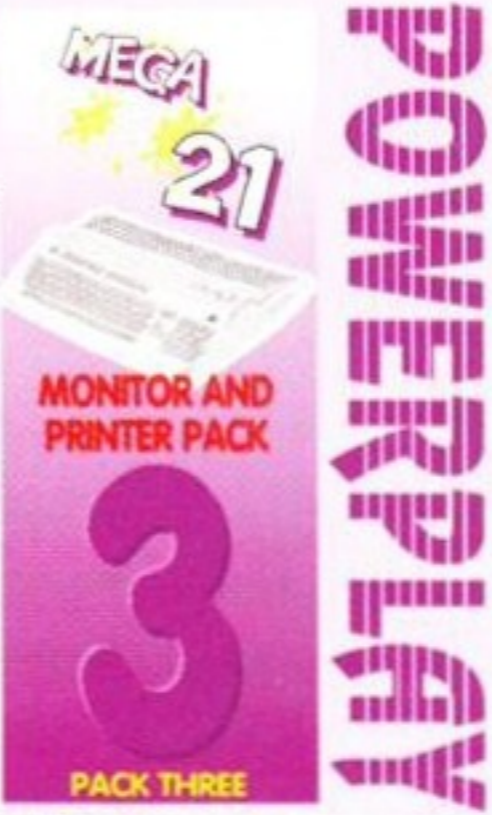
£629.95 Including VAT

HARWOOD'S BRILLIANT AMIGA 1Mb 'MEGA 21' GAMES PACK 3

That's right you get the fantastic Amiga & ALL THE EXTRAS detailed in Harwoods "Mega 21" Games Pack 1 (far left), plus F19 Stealth Fighter AND then you also get...

THE SUPERB PHILIPS CM8833/II STEREO COLOUR MONITOR

Twin Stereo Speakers, Green Screen Switch, Lead to Amiga, Tailored Dust Cover and... 12 Months on-site maintenance warranty (See monitor panel for details)



Plus... THE BRILLIANT STAR LC 200 COLOUR PRINTER
185/40 cps. Full Colour 9 Pin NLO Dot Matrix Printer with FREE Dust Cover and cable to your Amiga. (See printer panel for details)

IF YOU WISH, REPLACE THE LC200 WITH A CITIZEN SWIFT 9 COLOUR AT NO EXTRA COST!! OR... IF YOU PREFER A 24PIN COLOUR PRINTER, JUST CHOOSE FROM OUR RANGE & ADD THE DIFFERENCE IN PRICE BETWEEN STARS LC200 & 'YOUR CHOICE'. (eg. Citizen 224, add just £50)

A SPECIAL MONITOR AND PRINTER PACKAGE FROM HARWOODS TO SET YOU UP COMPLETELY AND ALL AT A PRICE YOU'LL FIND HARD TO BEAT!

£829.95 Including VAT

"IT'S THE-BUSINESS"

A TRULY PROFESSIONAL PACKAGE SPECIFICALLY FOR THE BUSINESS MINDED AMIGA USER. THIS ONE SHOULD FULFILL EVERY AREA OF BUSINESS YOU'RE LIKELY TO NEED!

THE BUSINESS PACK FROM HARWOODS INCLUDES ALL THE FOLLOWING...

AMIGA A500 WITH A FULL 1Mb. MEMORY

+ SUPERB PHILIPS CM 8833/II STEREO COLOUR MONITOR (See Monitor Panel for Specifications)

+ STAR LC200 9 PIN NLO FULL COLOUR PRINTER (See Printer Panel for Specifications)

A HOST OF BUSINESS SOFTWARE & ACCESSORIES... PEN PAL V1.3 (Word Processor)...1Mb. SUPERBASE II PERSONAL (Database) SUPERPLAN (Spreadsheet)...1Mb.

+ A GREAT TEN GAMES PACKAGE
Datastorm, Drivin' Force, Pipe Mania, Dungeon Quest, Rock-N-Roll, E-Motion, Tower of Babel, Skweek, RVF Honda, and Grand Monster Slam.

Plus... ADD A CUMANA CAX 354 SECOND DRIVE FOR JUST £50 TO HELP RUN THOSE BUSINESS PACKS MORE EFFICIENTLY

WE MEAN BUSINESS AT A GREAT PACKAGE PRICE OF JUST...

£899.95 Including VAT

- ★ THE SIMPSONS
- ★ CAPTAIN PLANET
- ★ LEMMINGS
- ★ F19 STEALTH FIGHTER
- ★ DELUXE PAINT III
- ★ Now with ANIMATION
- ★ MICROSITCHED JOYSTICK
- ★ 10 BLANK 3.5" DISKS
- ★ DISK LIBRARY CASE
- ★ MOUSE MAT
- ★ 3 TAILORED DUST COVERS



HARWOODS LEARN & PLAY

PRIMARY & JUNIOR PACK A

Get your children off to the right computing start with this software learn and play pack...

- PROF. PLAYS A NEW GAME
- PROF. LOOKS AT WORDS
- PROF. MAKES SENTENCES
- PROF. HUNTS FOR WORDS

Active, enquiring young minds love seeing the cartoon character called Prof. entertain and teach. Children take charge of Prof. on the computer, active learning. Follows National Curriculum (N.C.).

MAVIS BEACON TEACHES TYPING
A "fun" way to learn how to type PROPERLY!

PRIMARY MATHS COURSE
Around 24 modules in this course from 3 yrs old right up to secondary level. Follows N.C.

READING & WRITING COURSE
24 module course. Teaching from the computer and books. For early starters & the dyslexic.

Plus... 10 GREAT GAMES TOO...

- Datastorm, Drivin' Force, Pipe Mania, Dungeon Quest, Rock-N-Roll, E-Motion, Tower of Babel, Skweek, RVF Honda, and Grand Monster Slam.

ONLY IF PURCHASED WITH A POWERPLAY OR POWERPRO FROM GORDON HARWOODS.

HARWOODS LEARN & PLAY

GCSE/O' LEVEL PACK B

GCSE examination level studies on your Amiga computer that's fun!

MICRO ENGLISH, MICRO FRENCH AND MICRO MATHS

A set of three complete self-tuition courses to GCSE level which can also be used for revision work. All programs adhere to the National Curriculum and were designed and tested in schools by professional teachers. Micro French includes "real speech" to help your accent!

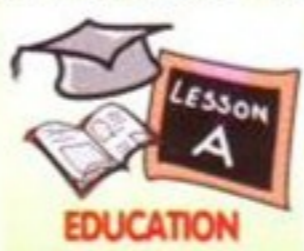
PEN PAL - Graphical Word Processor
A fantastic word processor with all the tools you'll need to create effective written work. Ideal for home work, projects etc. or for the families letters. Text wraps automatically around graphics, even as you type! Includes a built-in database and Forms Manager.

MAVIS BEACON TEACHES TYPING
A "fun" way to learn how to type PROPERLY! Learn quickly, easily and with lots of fun! Joystick & Mouse supported with "Guide Hands" on screen to help.

Plus... 10 GREAT GAMES TOO...

- Datastorm, Drivin' Force, Pipe Mania, Dungeon Quest, Rock-N-Roll, E-Motion, Tower of Babel, Skweek, RVF Honda, and Grand Monster Slam.

ONLY IF PURCHASED WITH A POWERPLAY OR POWERPRO FROM GORDON HARWOODS.



£99.95 Including VAT



£99.95 Including VAT

If you're thinking about presents why not buy a Harwoods Gift Voucher (all values available).



Enquiries & Order Line:

0773 836781



Finance Facilities Available*
Please phone us for information and your personal application pack.



GORDON HARWOOD HARWOOD HARWOOD

Computers

ALFRETON DERBYSHIRE

The Closer you look,
The Better we look.

*Finance terms are available (subject to status) for most products; please see our ordering panel at the end of this advert for full details

SOUND AND VISION

CDTV



IMAGINE, IF YOU CAN, THE CONCEPT OF A NEW, MORE POWERFUL AMIGA...

...WITH 1 MEGABYTE OF MEMORY, AND A COMPACT DISK DRIVE OF ALMOST INFINITE SIZE. A DISK DRIVE SO VAST, IT CAN STORE HUNDREDS OF MILLIONS OF DIGITS OF DATA. THIS DATA COULD BE, SPEECH, ANIMATED PICTURES, DIGITISED STEREO SOUND, COMPUTER IMAGES OR WHOLE ENCYCLOPAEDIAS.... AND MORE.

IMAGINE THIS, AND YOU CAN START TO GRASP THE CONCEPT OF CDTV.

THE INTEGRAL COMPACT DISK DRIVE, IS THE KEY TO THE POWER OF CDTV. ITS STORAGE CAPACITY IS EQUIVALENT TO AROUND A QUARTER OF A MILLION FULL PAGES OF TEXT. THIS WHEN INTEGRATED WITH THE 1 MB OF INTERNAL AMIGA CIRCUITRY, CREATES A SYSTEM, WHICH FROM A CD DISK, CAN GIVE YOU ACCESS TO AN UNIMAGINABLE SPECTRUM OF REAL WORLD IMAGES, NEVER SEEN COMBINED BEFORE. THESE VIVID IMAGES, WITH WORDS AND SOUNDS, GIVE YOU A WHOLE NEW DIMENSION IN HOME EDUCATION, ENTERTAINMENT & INFORMATION TECHNOLOGY. AND... DON'T FORGET, THAT CDTV CAN PLAY IN SUPERB QUALITY, ANY NORMAL AUDIO MUSIC CD, AND IT CAN ALSO PLAY THE NEW CD+G DISKS, WHICH GIVE DIGITAL SOUND AND ON SCREEN GRAPHICS.

ON CD DISKS NOW AVAILABLE, THERE ARE EDUCATIONAL PACKAGES, ENCYCLOPAEDIAS PACKED WITH REFERENCE INFORMATION, STUNNING GAMES, MUSIC SYSTEMS AND MANY OTHER NEW AND VARIED SUBJECTS, INCLUDING WHOLE WORLD ATLASSES OR EVEN THE COMPLETE WORKS OF SHAKESPEARE, EACH ON ONE CD DISK!!! CDTV - NOTHING LESS THAN REVOLUTIONARY

FREE CDTV STARTER PACK!!!

WHEN YOU CHOOSE YOUR CDTV FROM GORDON HARWOOD, NOT ONLY DO YOU GET OUR LEGENDARY SERVICE, BUT WE GIVE YOU A CDTV STARTER PACK, TO GET YOU EXPLORING YOUR NEW WORLD - STRAIGHTAWAY. THIS INCLUDES A SUPERB SELECTION OF CD DISK TITLES INCLUDING THE WELCOME TUTORIAL & HUTCHINSONS ENCYCLOPAEDIA, PLUS ... FIVE GAMES, SHERLOCK HOLMES & THE HOUND OF THE BASKERVILLES, SIM CITY, A TOWN WITH NO NAME, CHAOS IN ANDROMEDA, AND THE ACCLAIMED LEMMINGS, WORTH IN TOTAL ALMOST £200.00. IN ADDITION IS THE INFRARED REMOTE CONTROLLER, AND ALL THE HARDWARE NEEDED TO GET YOU CONNECTED.

ALL THIS FOR JUST £599.95

CDTV IS THE SAME SIZE AND STYLE AS MOST VIDEO RECORDERS, SO IT CAN SIT UNOBTUSIVELY ABOVE OR BELOW YOUR HOME TV AND/OR HI-FI. AND WITH ITS INFRARED REMOTE CONTROLLER, IT CAN BE OPERATED FROM YOUR ARMCHAIR. BUT PERHAPS MOST IMPORTANTLY, IF YOU ARE A COMPUTER ENTHUSIAST, REMEMBER THAT INSIDE EVERY CDTV, IS AN AMIGA, JUST WAITING TO BE USED. SO LATER ON, YOU'LL BE ABLE TO BUY THE OPTIONAL KEYBOARD AND DISK DRIVE, TO GET INTO THE WORLD OF AMIGA COMPUTING. PRINTERS, DIGITISERS, GENLOCKS AND OTHER ACCESSORIES, CAN ALL BE CONNECTED TO GIVE ACCESS TO MANY OTHER EXCITING FACILITIES, AND ALSO MANY OF THE EXISTING SOFTWARE PACKAGES AVAILABLE FOR THE AMIGA COMPUTER. NEVER BEFORE HAS THERE BEEN SO MUCH POTENTIAL FROM ONE NEW STUNNING SYSTEM, PACKED WITH

TODAYS TECHNOLOGY.!

CALL IN AND SEE US FOR YOUR PERSONAL DEMONSTRATION. OR PHONE US FOR YOUR FREE DETAILED CDTV INFORMATION PACK.

CDTV ACCESSORIES

DUE TO BE RELEASED SOON - Please call us for latest availability.

CD 1220 KEYBOARD	AN 89 KEY QWERTY KEYBOARD	£49.95
CD 1252 MOUSE	INFRARED MOUSE WITH BATTERY SAVER.	£49.95
CD 1200 TRACKBALL	INFRARED TRACKBALL, WITH THE OPTION OF DIRECT CONNECTION TO EXTEND BATTERY LIFE. DUPLICATES FUNCTIONS OF TWO BUTTON MOUSE AND INCLUDES TWO 9 PIN PORTS FOR STANDARD JOYSTICKS	£79.95
CD 1400 CADDY	FOR HOLDING CD WITHIN DRIVE	£9.95
CD 1401 MEMORY CARD	PERSONAL RAM CARD CONTAINING 64K OF MEMORY FOR STORING DATA OR AS A BOOKMARK FACILITY WITHIN CDTV	£79.95
CD 1405 MEMORY CARD	A LARGER PERSONAL RAM CARD CONTAINING 512K OF MEMORY FOR STORING DATA OR AS A BOOKMARK FACILITY WITHIN CDTV	£249.95
CD 1800 FLOPPY DRIVE	RACK MOUNTABLE FLOPPY DRIVE WITH 880K CAPACITY. CASING ALLOWS ROOM FOR ADDITIONAL HARD DRIVES OR MODEMS ETC.	£99.95
CD 1301 GENLOCK	PAL BASED VIDEO INTERFACE CARD FOR SUPERIMPOSING CDTV IMAGES OVER A VIDEO SIGNAL PROVIDED BY ANY STANDARD VIDEO SOURCE	£149.95
CD 1321 VIDEO CARD	PAL BASED VIDEO INTERFACE CARD TO ALLOW CONNECTION TO TV'S/VIDEOS REQUIRING UHF, S-VIDEO OR COMPOSITE INPUTS.	£TBC

Many Amiga Accessories & Peripherals (e.g. Printers, Disk Drives, Software etc.) are compatible with CDTV. Please phone us for compatibility information.

HARWOODS AMIGA PRO-GEN



PROFESSIONAL QUALITY
GENLOCK FOR COMPUTER
AND VIDEO MIXING, AT A
DOWN TO EARTH PRICE!!!

PRO-GEN Amiga Genlock

The Pro-gen AMIGA Genlock allows you to mix your Amiga display with any PAL video signal whether it is from a VCR, Laserdisk player or a Camcorder. In fact any item of video equipment which outputs a PAL composite video signal. Combined with the Amiga computer the Pro-Gen gives you the facilities of a special effects & video titling suite. Take your own films & give them a professional look by OVERLAYING TITLES or by SUPER IMPOSING YOUR OWN GRAPHICS created in packages like Spectracolor or Deluxe Paint. Pro-Gen is supplied with Oxix's Spectra-color paint & animation package.

FREE

In Spectracolor every drawing tool and animation control is at your finger tips - over 50 tools in the fast menu Toolkit, plus point and click access to all 4096 colours, with independent right and left mouse button colours & modes. Add automatic animation generation easy mouse controls for all functions, and the ability to paint with multi-page animated brushes, and you've got a powerful tool for artistic expression. With animation controls this easy it's simple to put your ideas into motion. Forget co-ordinate systems and reference numbers just move objects with the mouse in this intuitive and friendly graphical environment. Spectracolor supports both ANIM & IFF file formats, and all the video modes of the Amiga, including HAM! (Spectracolor requires min. 1Mb. memory)

How it works:



STOP PRESS

PRO-GEN... NOW INCLUDES A VERY VERSATILE MULTI COMPONENT VIDEO TO GENLOCK CONNECTING CABLE KIT. THIS ALLOWS PRO-GEN TO BE USED STRAIGHTAWAY WITH MOST POPULAR VIDEO EQUIPMENT, WITHOUT THE NEED TO HUNT DOWN THE CORRECT CONNECTING CABLES. THIS KIT CAN ALSO BE USED TO CONNECT IN OTHER WAYS... eg. VCR TO VCR etc. A KIT TO START YOU OFF RIGHT FROM THE MOMENT YOU OPEN THE BOX!!!

PRO-GEN & Spectracolor ONLY £129.95

Mode Switch-box for Genlocks

Features Include
-Compatible With The Pro-Gen And Rendale 8802
-Supplied With Genlock Extender Cable Worth £9.95
-Switch-box Switches Between Foreground, Background, Video And Computer Modes.

£29.95

AMIGA STORAGE DEVICES

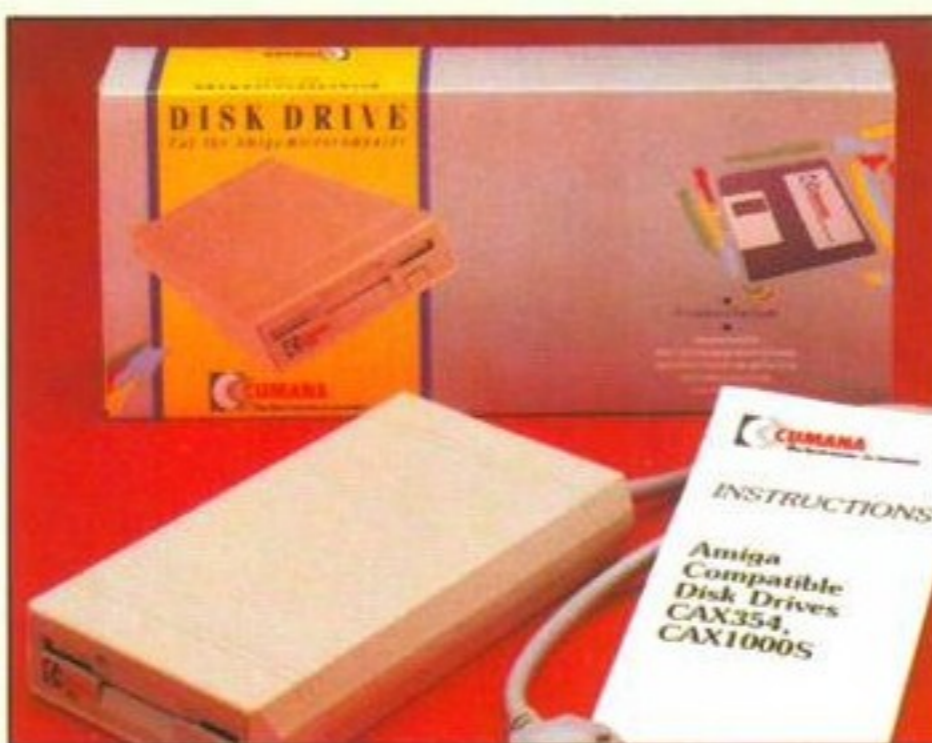
Commodore A590 20Mb HD

- Features Include
- ★ Connects to sidecar bus on left hand side of Amiga A500
 - ★ Autoboots with Kickstart 1.3
 - ★ Sockets For Up to 2 Mb of RAM
 - ★ DMA Access
 - ★ External SCSI Port
 - ★ Complete With Power Supply

A590 Hard Disk Including 512K RAM Only **£299.95**

A590 Hard Disk Including 1 Mb. RAM Only **£319.95**

A590 Hard Disk Including 2 Mb. RAM Only **£349.95**



Cumana CAX354 3.5" External 2nd Disk Drive.

- Features Include
- ★ Long connecting cable
 - ★ 1Mb. (880K Formatted) Capacity
 - ★ Enable/Disable Switch, Throughport
 - ★ Access Light
 - ★ Compatible with Amiga 500/1000/1500/2000/3000 and CDTV

£57.95

SUPRA 500XP 52-105Mb HARD DISK DRIVE WITH MEMORY EXPANSION UP TO 8Mb.

- Features Include:
- ★ Capacities of 52/80/105Mb available
 - ★ Connects to sidecar bus on L/H side of Amiga A500
 - ★ Autoboots with Kickstart 1.3, boot enable/disable switch
 - ★ Sockets for up to 8 Mb of FASTRAM with enable/disable switch
 - ★ Autoboots With Kickstart 1.3
 - ★ SCSI Port & Amiga bus pass thru allows other devices to be connected
 - ★ Includes Express Copy hard drive Back-up Software
 - ★ The 52 Mb version powered by your Amiga (High Current Power Supply is only optional).
- *High Current Power Supply is required for 80Mb. and 105 Mb versions.

Only... **£49.95**

SUPRA PRICES	RAM SIZE	STORAGE CAPACITY		
		52Mb.	80Mb.	105Mb.
	1Mb.	£479.95	*£539.95	*£629.95
	2Mb.	£499.95	*£569.95	*£649.95
	4Mb.	£699.95	*£749.95	*£849.95
	8Mb.	£899.95	*949.95	*1049.95

*Please don't forget to add the cost of Power Supply when calculating price of 80/105Mb. drives



EDUCATION SOFTWARE

DON'T JUST PLAY GAMES WHEN YOU CAN LEARN WITH YOUR AMIGA TOO!

- PRIMARY MATHS COURSE** - Ages 3 to 12, Complete 24 Programme Course. **£21.95**
- BETTER MATHS** - Ages 12 to 16, Higher level to Linear & Quadratic Equations. **£21.95**
- MICRO MATHS** - 24 easy to use programs for GCSE ('O' Level) revision or self tuition **£21.95**
- MEGA MATHS** - A 9 level step by step tuition course. For mature beginners, 'A' Level studies & Micro Maths users **£21.95**
- MICRO FRENCH** - GCSE French tuition or revision course. Covers both spoken & written French **£21.95**
- MICRO ENGLISH** - A complete programme of self-tuition up to GCSE standard **£21.95**
- THE THREE BEARS** - Ages 5-10, Develops imaginative thought/reading skills. **£22.95**
- SPELL BOOK** - Ages 4 to 6, Developed with the help of a Primary School Head Teacher to aid spelling skills. **£17.95**
- PLAY AND READ** - Ages 4 to 9, The complete reading tutor. Part 2 teaches spelling to the beginner at reading. **£18.95**

AMIGA PERIPHERAL PACKS

TWO GREAT PACKAGES THAT SAVE YOU MORE MONEY!

These two packs are aimed at the user who needs to get a great deal from his Amiga. A superb quality monitor, the PHILIPS CM8833/II has been put with your choice of either the CITIZEN SWIFT9 or the CITIZEN SWIFT 24 printer. You choose, but whichever combination you have the price has been designed to SAVE YOU MONEY. Buying together will save you £££'s!

PERIPHERAL PACK 1-CM8833/II + Citizen Swift 9

Only... **£469.95** With a FREE PEN PAL worth £79.95

PERIPHERAL PACK 2-CM8833 + Citizen Swift 24E

Only... **£569.95** With a FREE PEN PAL worth £79.95

AMIGA SOFTWARE

Music-X: The ultimate software for professional MIDI sequencing. The software includes a configurable librarian and a synthesiser patch editor. All you need to recreate a song can be recalled from one performance file including sequences, MIDI routing, sync setup, keyboard maps & synthesiser or drum machine patch libraries. **NEW LOW PRICES - £54.95 or just £74.95 with midi-interface!**

MIDI INTERFACE (5 Port): In, Out, Through plus 2 switchable thru/out. Includes cable. **£24.95**

AMOS: AMOS allows you to access the power of the Amiga with ease. 500 different commands make AMOS a sophisticated development language. The AMOS animation language allows you to create complex animation sequences. 300 page manual and over 80 example programs **£49.95**

Amos Add on Modules: (BOTH require Amos prog.) **BUY ALL THREE AMOS PROGRAMS FOR JUST £89.95**

Amos Compiler Amos 3D

SuperBase 4: Most powerful database available for the Amiga. Combines the ease of use of SuperBase 2 with a versatile programming language so that you can tailor your data to your own specific needs for club/business/library records etc. **£229.95**

Lattice C: An ideal tool for the C programmer whether experienced or a novice. The best way to create applications for the Amiga. Fully supports Motorola chipset. Nearly 300 functions optimised to help the user write the tightest possible code. Includes screen editor. Most Amiga C books are based around lattice. (Requires either 2 floppy drives OR a hard disk drive) **£199.95**

Deluxe Paint IV: Latest version of the Amigas first, and still the best, paint and animation package, now including HAM mode. (1 Mb. minimum memory or more recommended) **£79.95**

Vidi, The Complete Colour Solution: Vidi with RGB Splitter, Frame Grabber & Digitiser. Grabs moving colour video into 16 grey scale frames (up to 16 frames in 1Mb. Amiga) and digitises from still colour video source in up to 4096 colours in less than 1 second! Requires home VCR or video camera for grabbing. Requires video camera or VCR with perfect pause for digitising. Now comes with Spectracolor FREE!!! **£179.95**

MASTERSOUND: High quality "mono" sampler (best for sampling instruments etc.) **£36.95**

THE ABOVE IS JUST A SMALL SAMPLE FROM OUR EXTENSIVE RANGE OF THOUSANDS OF SERIOUS, EDUCATION AND RECREATION TITLES. WE CAN'T LIST THEM ALL HERE SO PLEASE CALL US IF YOU CAN'T SEE THE PROGRAM YOU REQUIRE, IT'S PROBABLY IN STOCK!

Pen Pal V.1.3

WORD PROCESSOR/DATABASE. With Pen Pal you can mix text, 4096 colour graphics & data in ways no other w/p can! "It's handling of graphics is unsurpassed: Pen Pal is the only word processor I tested that will automatically wrap text round graphics."

Amiga World, July '90

£79.95

PEN PAL Vers 1.3 WITH 512K Amiga RAM Expansion only...£99.95!

If you're thinking about presents why not buy a Harwoods Gift Voucher (all values available).



Enquiries & Order Line:

0773 836781



Finance Facilities Available*

Please phone us for information and your personal application pack.

GORDON HARWOOD HARWOOD HARWOOD

Computers

ALFRETON DERBYSHIRE

*The Closer you look,
The Better we look.*

SPIRIT of ADVENTURE



SCREENSHOTS AMIGA

MAR 90

**AN ANCIENT RELIGION,
A LETHAL DRUG, AN EVIL POWER
... THE FIGHT SHALL BEGIN ...**

AMIGA
ATARI



PC

THE LOW-DOWN

Apparently G-LOC, the name of US Gold's latest flight-combat coin-op conversion, stands for Gradual Loss of Consciousness (due, would you believe, to excessive subjection to G-forces). Much more likely it stands for Gradual Loss of Coinage, because this *Afterburner* follow-up has been more or less the only flying game in the arcades over the last few months and its immense speed, huge sprites and chaotic gameplay have made it more than a bit popular.

We're waiting eagerly for the Amiga conversion, which we'll be reviewing next month, so you can start throwing yourself crazily around the sky then. But in the meantime, here's a fabulous flying competition to whet your appetite.

First prize is a stunning Sony GV300 Video Walkman worth £700, with 4-inch colour LCD screen, hi-fi stereo sound, TV tuner and 8mm videotape recorder-player. As a tenuous link, we'll also try to get something aeroplane-y on a videotape for you. Three runners-up will win a Sega Gamegear hand-held games console, with a US Gold game of their choice: you might like *World Class Leaderboard*, or you might want to hang on for the soon to be released *Super Kick Off!*

All you have to do is answer the following aeroplane-movie-related questions. Because it's Christmas, there's quite a few of them and we've made them a bit tougher than usual, to keep you busy while the umpteenth repeat of *The Sound of Music* is on. Younger readers might need to enlist the aid of a parent or two.

THE QUESTIONS

1. What famous arcade flying game is G-LOC the follow-up to?
2. What character did James Stewart play in the film *The Spirit of St. Louis*?
3. Who wrote the book on which test pilot film *The Right Stuff* was based?
4. What was World War 1 flying movie *The Blue Max* named after?
5. Who starred in the Carling Black Label 'Dambusters' advert?
6. What type of WW2 aircraft starred in 633 Squadron?
7. Who played Tom Cruise's flying buddy in *Top Gun*?
8. What's missing from this plane movie title: *One of our Aircraft is ... ?*
9. What type of WW2 aircraft starred in *The Dambusters*?
10. What were Dick Dastardly and Muttley trying to catch from their plane?

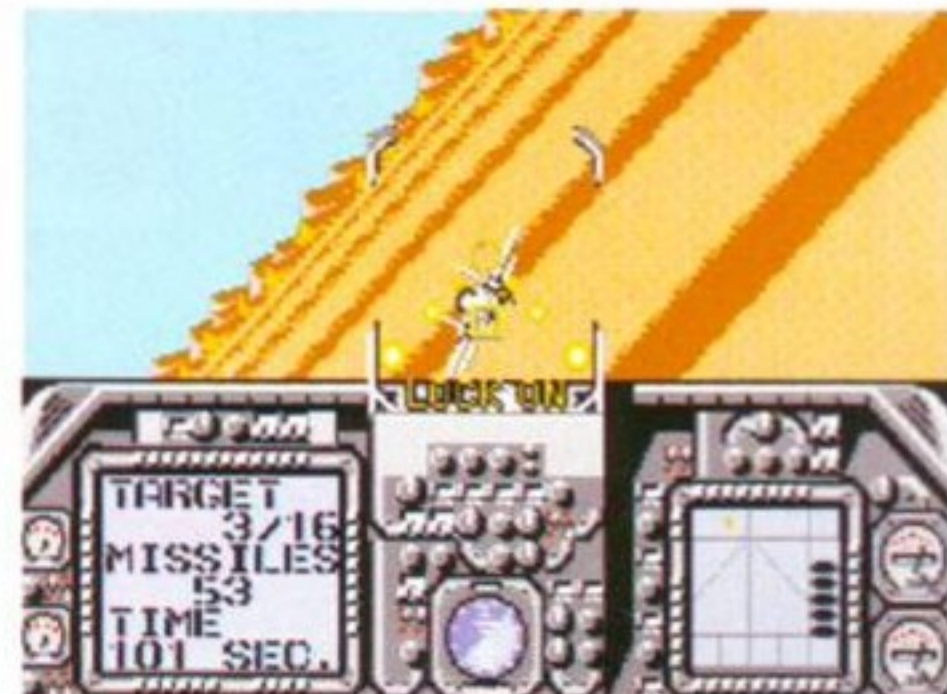
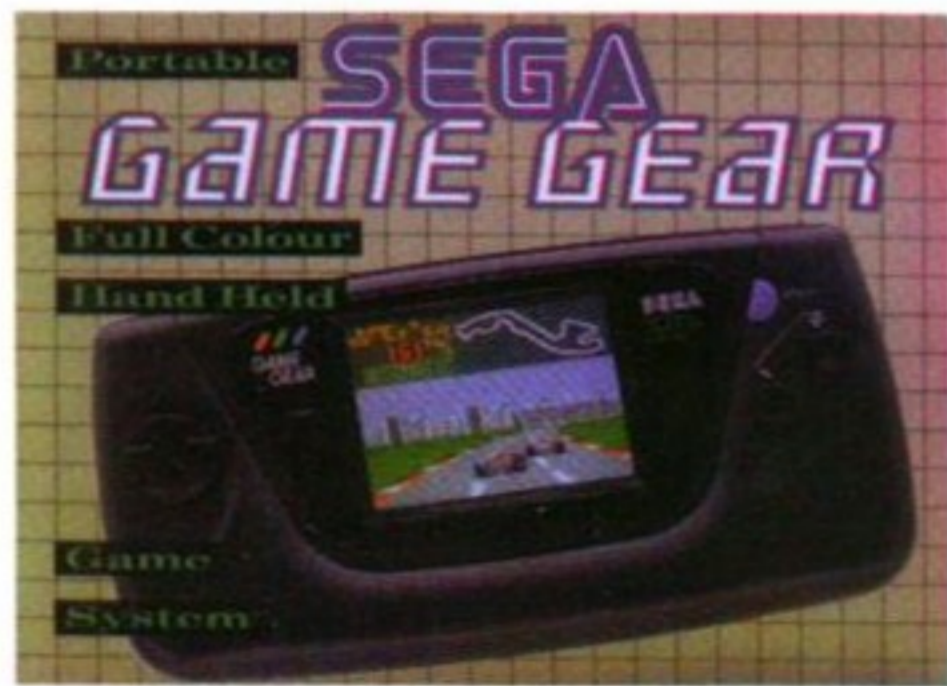
HOW TO ENTER

Write down the answers along with your name, address and phone number on the back of a postcard or a stuck-down envelope and send it to **G-LOCKenspiel Compo, Amiga Format, 30 Monmouth Street Bath BA1 2BW** to reach us by January 20. The first four correct entries out of the bag win the prizes.

TEENSY WEENSY RULETTES

Employees of Future Publishing or US Gold are not allowed to enter. The judges' decision is final and no correspondence will be entered into. No cash or alternative prizes will be offered.

G-lock-in to win a fabulous Sony video walkman or one of three Sega Gamegear hand-held games consoles in our amazing US Gold £1 000 Christmas giveaway quiz for all the family!



FOOTBALL

CRAZY

CHALLENGE

3

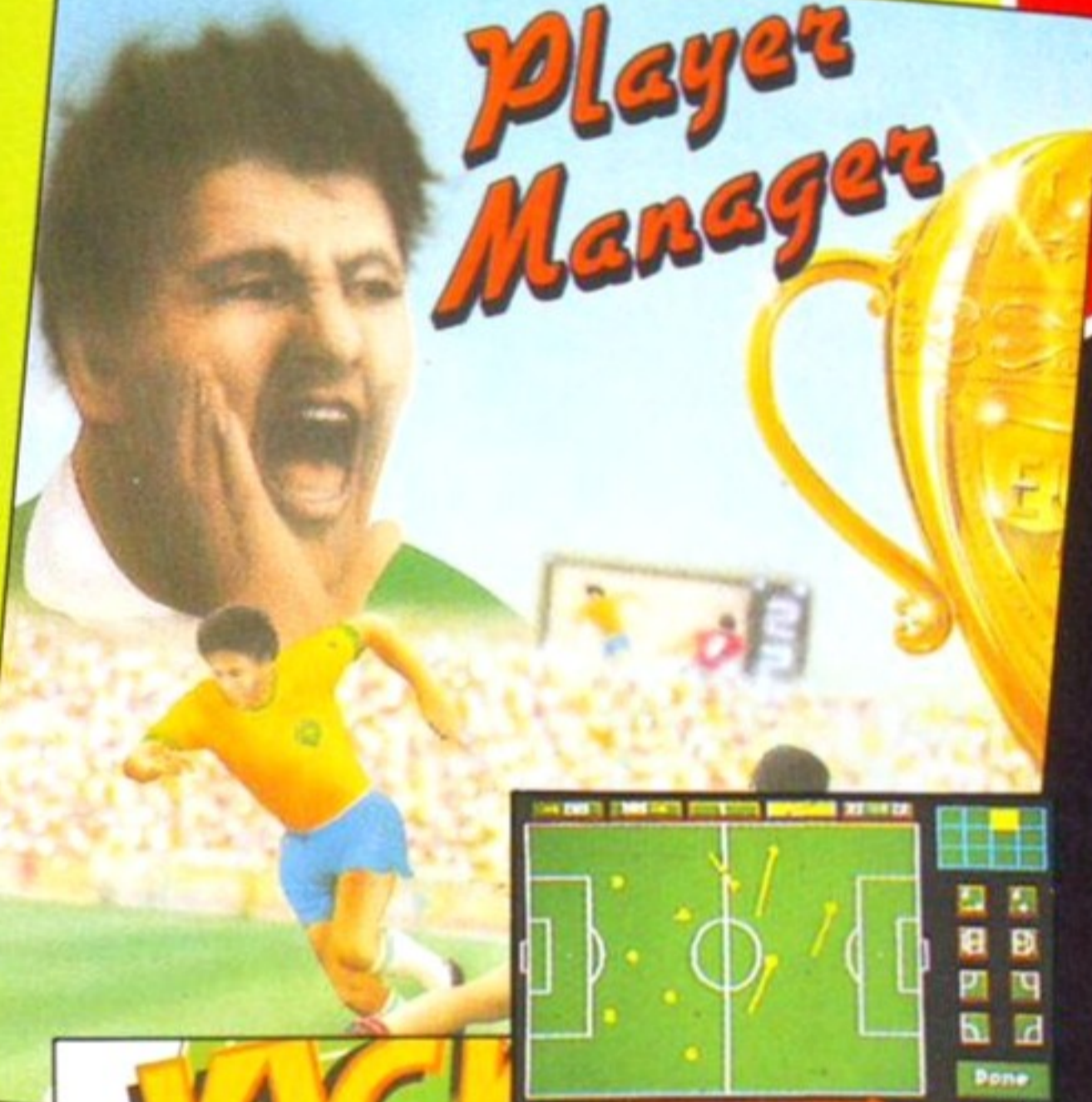
OF SOCCERS GREATEST HITS!

PLUS WORLD CUP '90'

KICK OFF 2



Player Manager



KICK OFF 2



THE FINAL WHISTLE

KICK OFF 2

- AMIGA FORMAT - Best footy game to have appeared on any machine.
- AMIGA USER INT - The best computer game ever.
- ST FORMAT - What a game! Gem to Play. Magic.
- ST ACTION - The best game ever to grace the ST. Highest accolade I can give.
- The Ace - Brilliant. Buy-Buy-Buy.
- The One - Ultimate Soccer simulation

PLAYER MANAGER

- ST Action - A stroke of pure genius.
- The One - Exceptional. Most involved, rewarding and playable.
- Amiga Format - Enthralling and Addictive.
- ST Format - Brilliant.

© 1991 ANCO SOFTWARE LTD.

FINAL WHISTLE Data Disk for Kick Off 2

ANCO

7 MILLSIDE INDUSTRIAL ESTATE, LAWSON ROAD,
DARTFORD, KENT. DA1 5BH.
TEL: 0322 292513/18 FAX: 0322 293422

AMIGA - £25.99

ATARI ST - £25.99

(DOUBLE SIDED DRIVE ONLY)

MOONSTONE

A HARD DAYS KNIGHT



**SO MUCH FUN
-YOU'LL DIE!**

Moonstone - a remarkable combination of fast, aggressive combat action and subtle role-play set in a fantasy world, that uniquely challenges your brain and your reflexes - while covering you in gore.

Oh, by the way, if the sight of so much blood upsets you, don't worry. The blood is an option!

Moonstone features nearly 1,000 frames of incredible animation in 2 Megabytes of monsters and creatures, over 60 beautifully painted backdrops and detailed scenery. Sound effects are high quality digital samples and includes a full musical score and stunning full screen animated introductory and game complete sequences.



MINDSCAPE

12

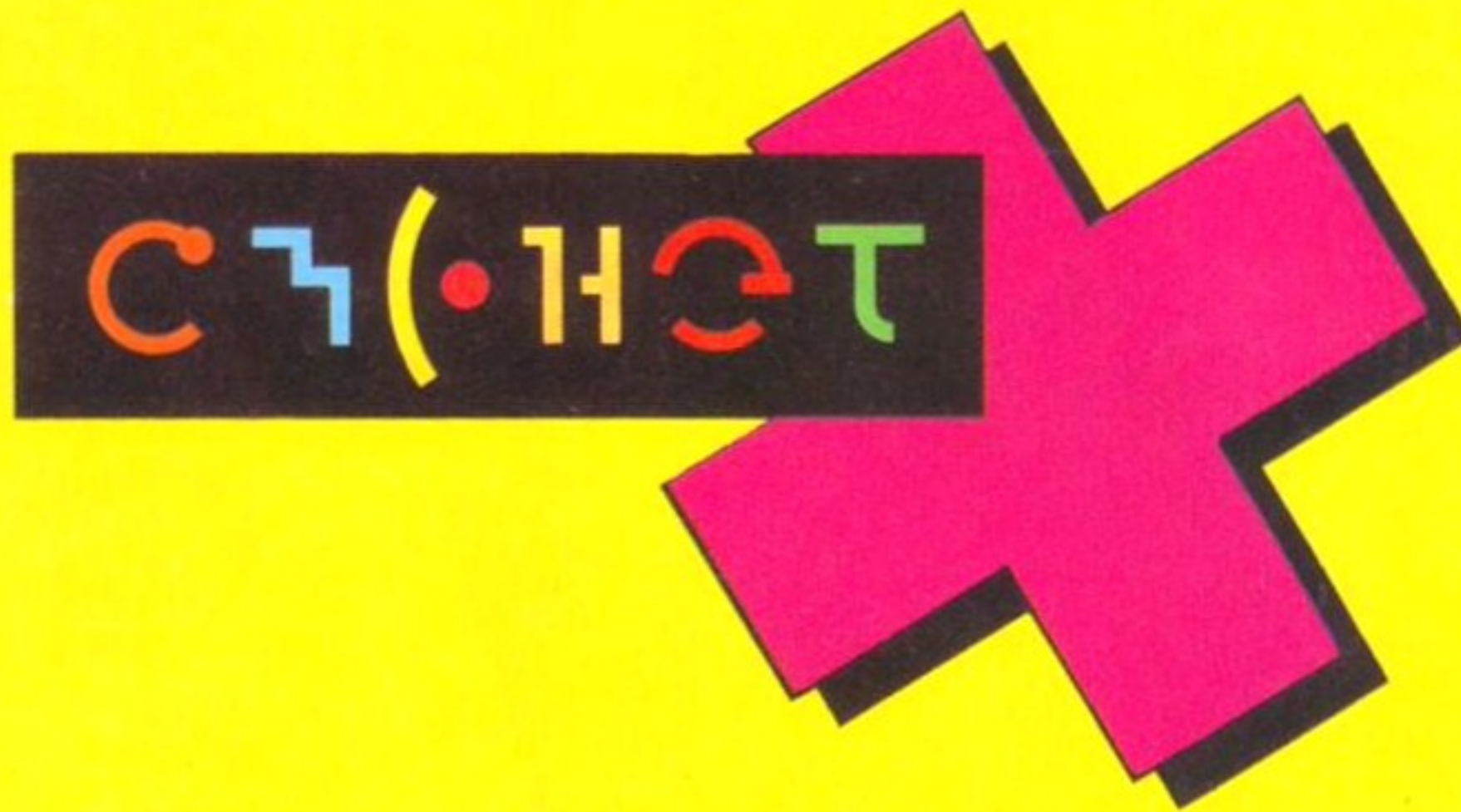
Moonstone contains scenes of strong graphic imagery with particular realism. Although these scenes are optional, this product is voluntarily rated 12. Parental Guidance is recommended for younger players, however this is not a legal requirement.

©1991 Mindscape International Limited. All rights reserved. Moonstone is a trademark of Mindscape International Limited. Written by Rob Anderson.

For your local dealer, contact: Mindscape International Ltd, The Coach House, Hooklands Estate, Scaynes Hill, West Sussex RH17 7NG. Tel: 0444 831 761

X-BACKUP PROFESSIONAL

**The essential package for all your BACK-UP needs!
Now includes HARD DISK BACKUP & FILE BACKUP.**



★The most comprehensive back up utility ★includes floppy disk backup, hard disk backup and file backup. ★Also backs up ST, IBM etc disks. ★Checks disks for errors. ★Optimises data for faster loading. ★Fast formatting. ★Copies up to 4 disks in 48 seconds. ★Full update service available.

AVAILABLE NOW ONLY £39.99 PLUS £1.00 POSTAGE AND PACKING

1988 COPYRIGHT ACT. Siren Software neither condones nor authorises the use of its software for the reproduction of copyrighted software. The facilities offered by X-BACKUP Pro are intended to back up users own software, PD Software & other such programs where permission had been given. It is illegal to make copies of copyrighted material without the permission of the copyright holder.

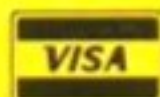
X-BACKUP PROFESSIONAL IS THE BEST, GUARANTEED
OUR GUARANTEE:- At time of purchase, if you can find a program that is more powerful than X-BACKUP PRO we will refund your money.

Ordering X-BACKUP PROFESSIONAL

Access/Visa orders can be placed by telephoning 061 724 7572. For mail order, fill in the order form and send with a cheque or postal order to:-
Siren Software, Wilton House, Bury Rd., Radcliffe,
Manchester M26 9UR.

Name

Address





Game Busters

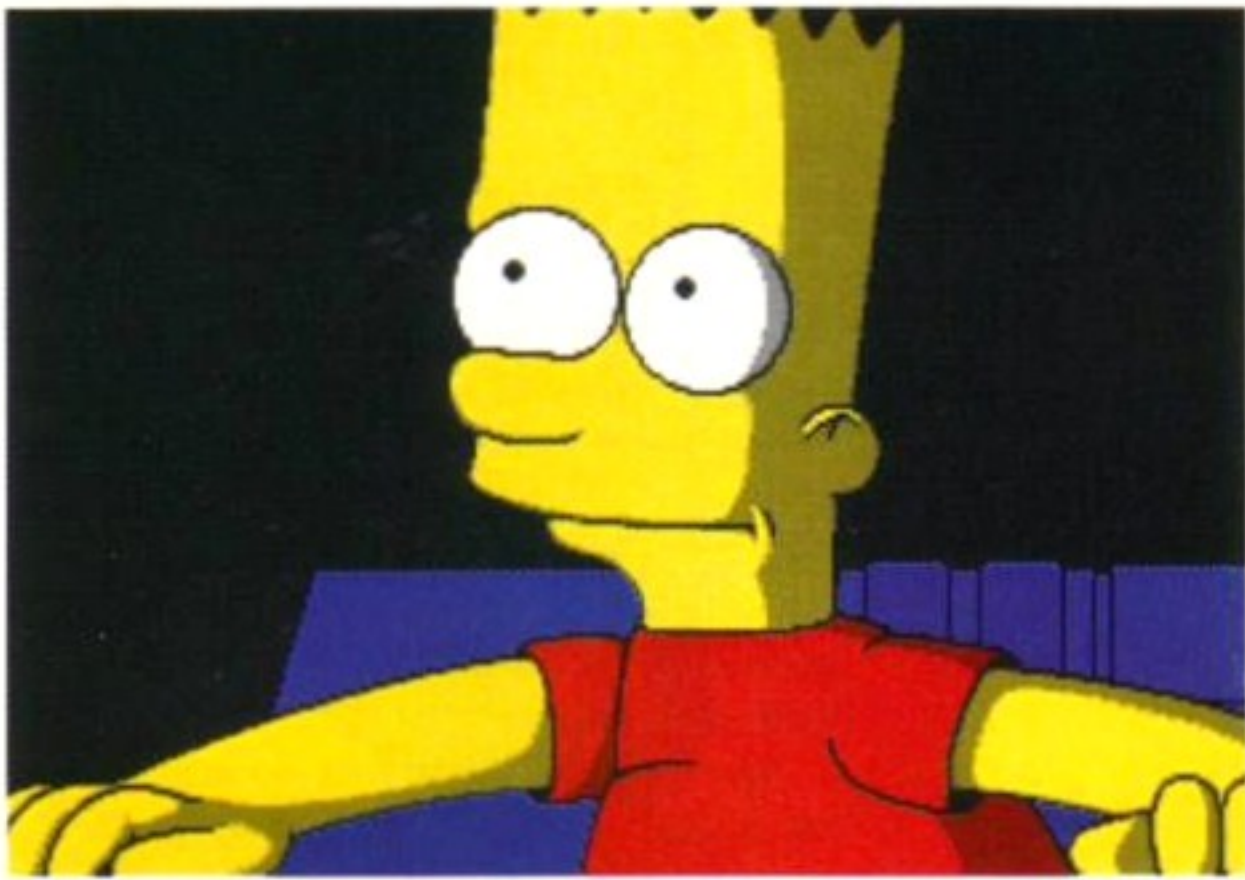
WINNERS

The marvellous hints to *Mega-Lo-Mania* took up most of the space, so there's only one prize in the main section. The lucky winner is Andrew Cole for his (rather extensive) list of *Chip's Challenge* codes. If you've got a solution, cheat, set of tips or maps (preferably on disk), then bung them into us at **Gamebusters, Amiga Format, 30 Monmouth Street, Bath BA1 2BW**. There's dosh up for grabs!

The helpful souls who answered the Helping Hand pleas get £25 for their efforts, the recipients of these well-earned tokens being Jonathan Bennet and Christopher Abberton. If you want a helpful tip, then write to Helping Hand at the usual address. Don't send in any self-addressed envelopes! There just isn't enough time to reply to them all, so replies can only be printed in the mag. Sorry!

What a treat! All those people who write in saying that they want more of the fantastic tips section, just have a look at this! **Maff Evans** has taken note of your pleas and put together six pages of maps, tips and cheats, so dust off thoes game disks you thought you'd never finish and have a real crack at winning.

THE SIMPSONS



This is one of those 'no prizes for a particular letter' sort of tips. A lot of people have sent this one in, so it seems that the Bart phenomenon is taking off on the Amiga as well as T-shirts, stickers, key-rings and the like. Anyway, on with the cheat.

When the title screen appears (where the family is watching the telly) type in COWABUNGA. Now when you start the game you should be able to play with infinite lives.

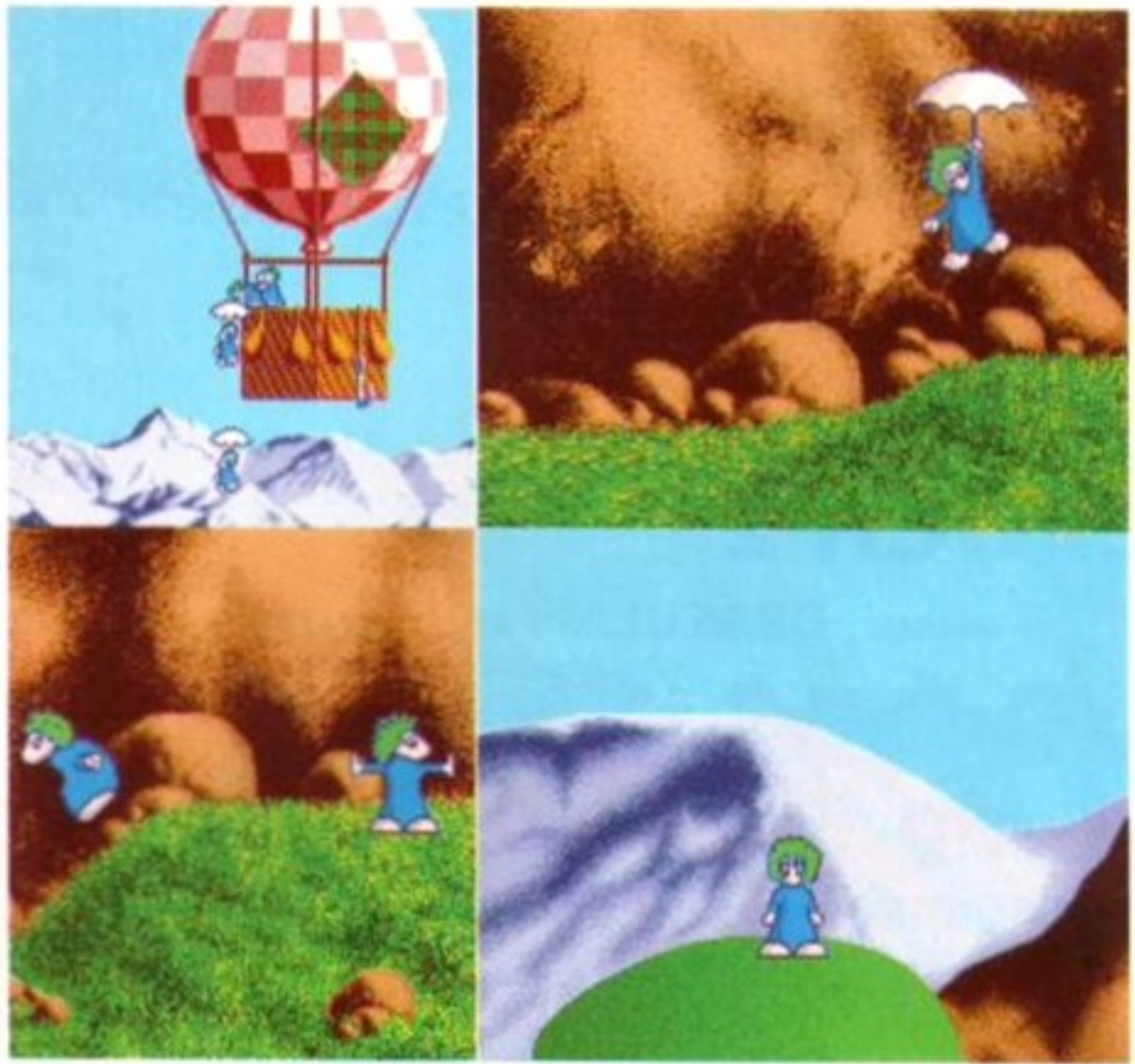
Another thing we found out recently is linked with the phone booth. Instead of just leaping on it to reach the wires, try using a coin in it. Bart will then phone Moe's, making her so angry that she comes out... but wearing a purple track-suit. Spray her to bring the counter down by one.

GP Roebuck,
Rotherham, South Yorkshire

LEMMINGS

No wait! Don't be fooled by the appearance of this tip! It's not actually a repeat of the level codes, it's actually a set of access codes for the two-player game. Now why didn't anyone think of that before?

Level	Code
1.....	JAHLDIBMO
2.....	IJHLDIJCMX
3.....	NHLDIJADMU
4.....	HLDIJINEMN
5.....	LDIJALFMW
6.....	DIJILLGMP
7.....	IJANLLDHMM
8.....	JINLLDIIMV
9.....	JAJHMDIJMX
10.....	IJHMDIJKMQ
11.....	NMMDIJALMN
12.....	HMDIJINMMW
13.....	MDIJALNMP
14.....	DIJILMOMY
15.....	IJANLMDPMV
16.....	JINLMDIQMO
17.....	JAJHLFIBNR
18.....	IJHLFIJCNK
19.....	NHLFIJADNX
20.....	HLFIJINENQ



Steven Lunn,
Wakefield, West Yorkshire

THE RUNNING MAN

Remember Arnie's threat in this film? Well you should do, it's the same as in all the other films! He turns to the camera and says "I'll be back". Well threatening! It doesn't carry much weight in this conversation though, since he stands a good chance of being duffed up by the first opponent he meets. Not the way for a heroic film character to end up, is it? Never mind, this might help.

Play the game until you reach the high-score table, and enter your name as DdliSsKk (that's 'disk' in upper and lower case merged together). Make sure you enter the upper and lower case letters in the same format otherwise it won't work. When you next play the game you should be able to act more like Arnie and duff up the opponents using your infinite energy.

GP Roebuck,
Rotherham, South Yorkshire

ATOMINO

Continuing the nuclear physics theme, here is some help for those having trouble with Psygnosis' forray into the world of atomics. If you keep having to play the same levels, you may be getting bored by now. These codes might be the thing to lift the tedium:

Level	Code
10.....	IDYLL
20.....	TAURUS
30.....	NEPTUNE
40.....	PHOTON
50.....	PLANKTON
60.....	INFERNAL
70.....	FOSSIL



80.....	POISON
90.....	SOUP
100.....	SULPHATE

Les Jepson,
Barnsley, South Yorkshire



Mega-Lo-Mania

Ah the glory of a successful contest! There's nothing to beat it, except the dismal misery of defeat, that is. If you are having trouble battling your way across the islands, then these tips straight from the programmers may offer some helpful pointers.

FINDING ELEMENTS

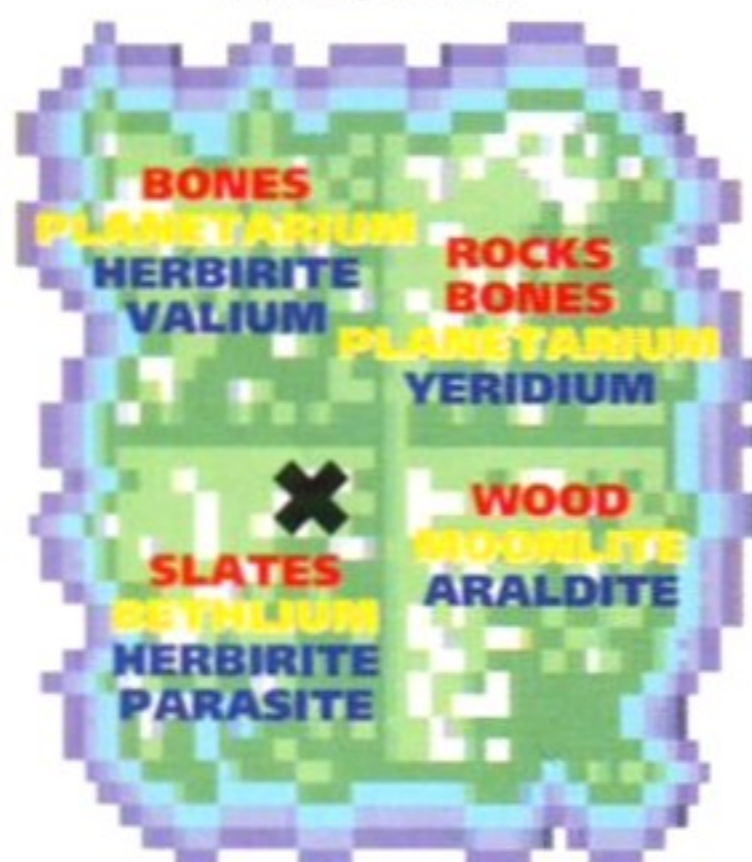
In order to make best use of elements, you need to know where to find them. Follow this guide to locate useful substances.

EPOCH 1

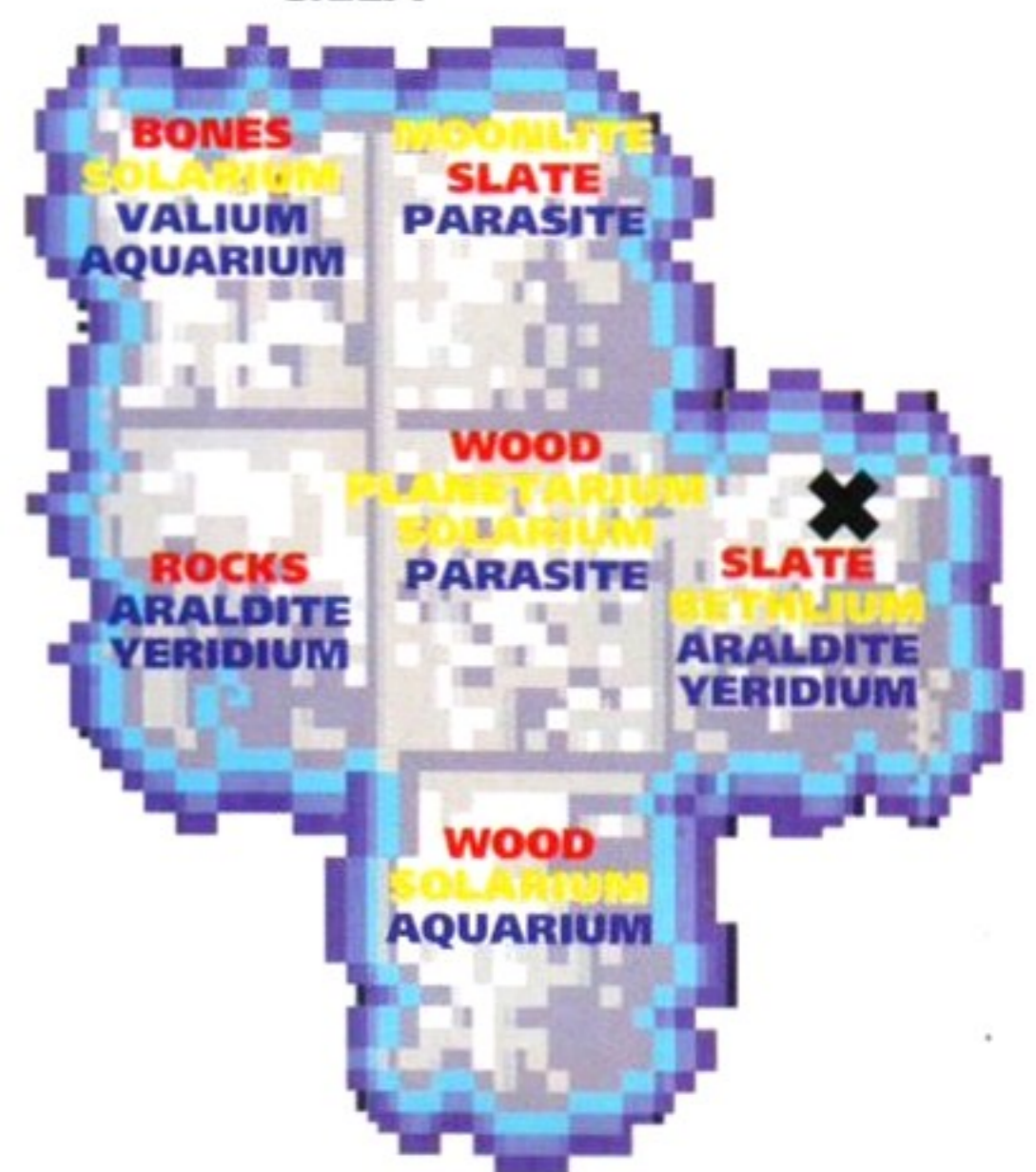
ALOHA



BAZOOKA

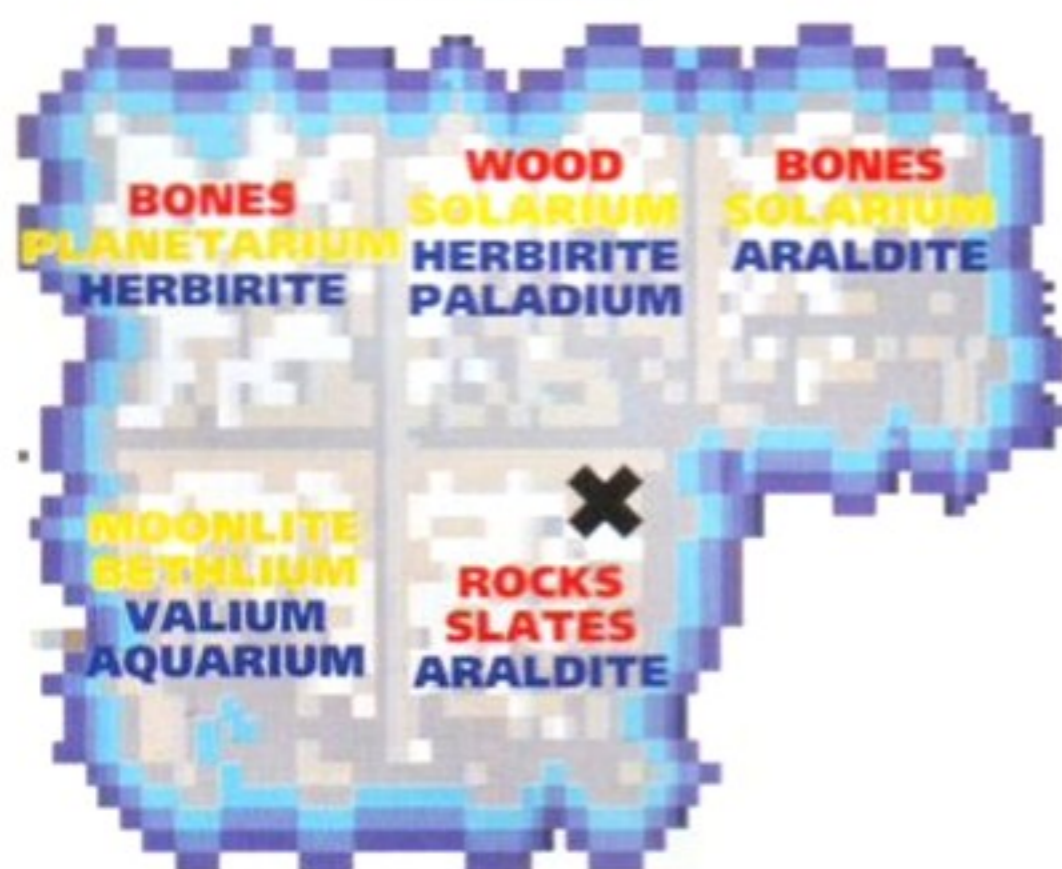


CILLA

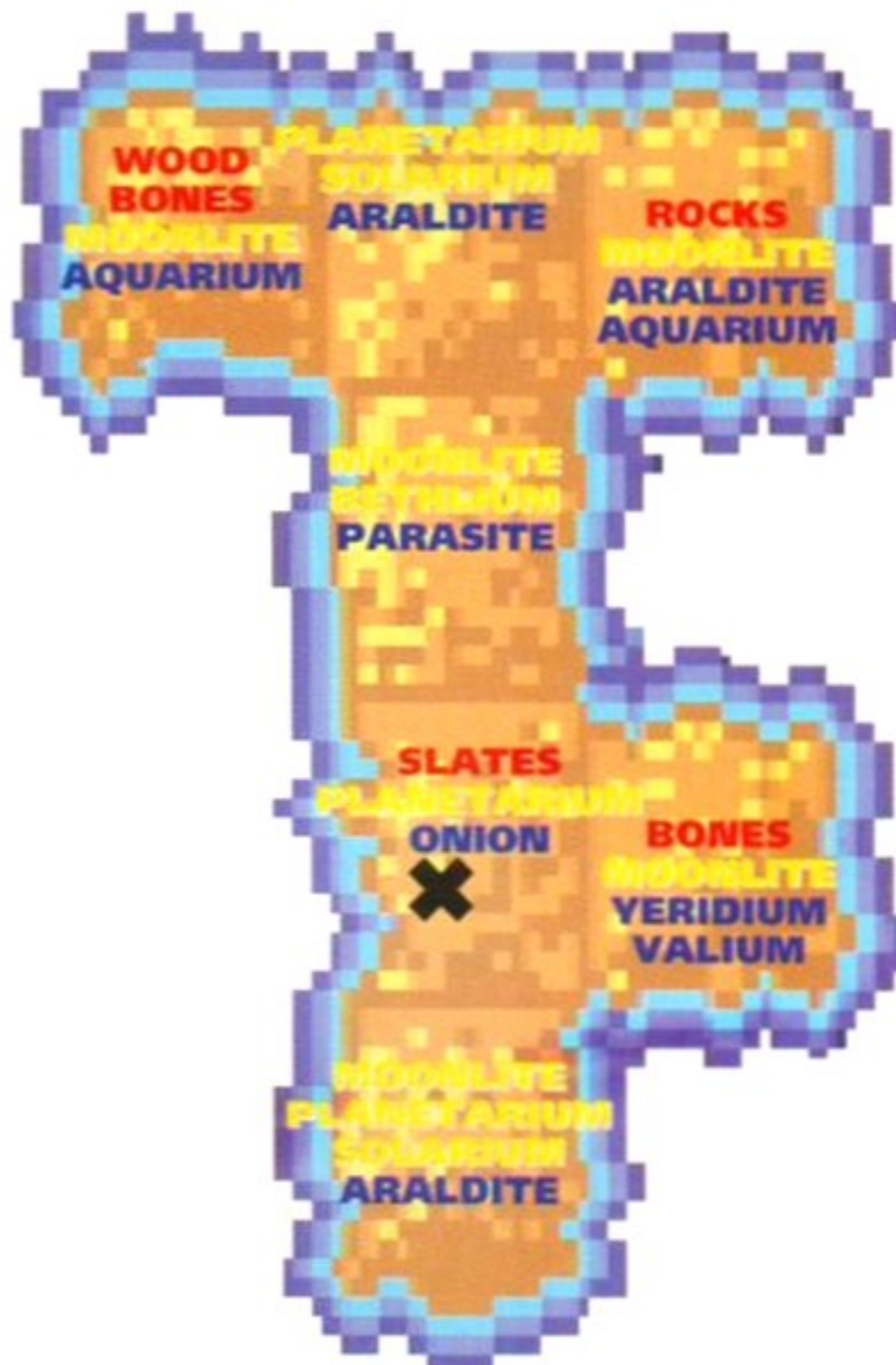


EPOCH 2

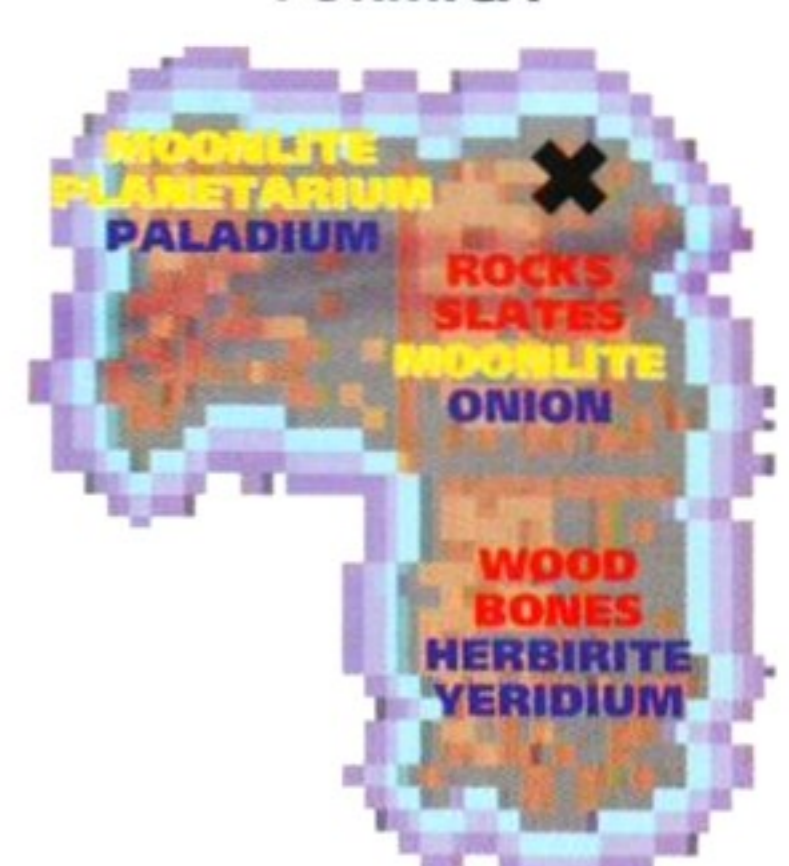
DRACULA



ETCETRA

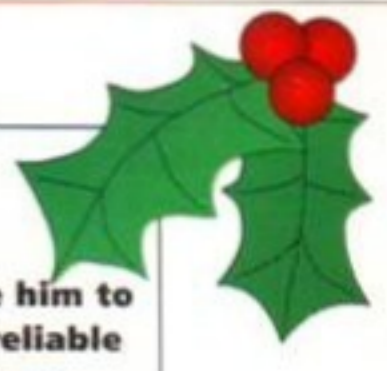


FORMICA



KEY

- GATHERABLES
- OPEN CAST MINE
- PIT MINE
- X** BEST STARTING SECTOR



General strategy tips

Study the maps to find the sector with the best elements for the inventions you wish to make this time, then make it your starting sector.

If you invent something and the designer says, "Ergonomically Terrific", it means that this is the perfect way to design it and reduces the design time by half. Note down the sector that it was in and look under Blueprints for the design, where you will see a hand shaping an OK symbol. You should note down its components. If you see a sector later in the game with the same elements, you will know that this item can be churned out in next to no time.

Sectors with a lot of gatherable elements allow you to quickly produce weapons for a fast surprise attack. However, sectors with mostly gatherable elements are not as desirable if the game has gone on to the later stages, in which case you should try to find a sector with more sophisticated elements.

Whenever you mine a new seam it's best to check the Design menu first in case a new design has become available. If a seam has been totally used up, making a design impossible to produce, bin the design on the Blueprints menu. You may still be able to produce it with the elements you have left.

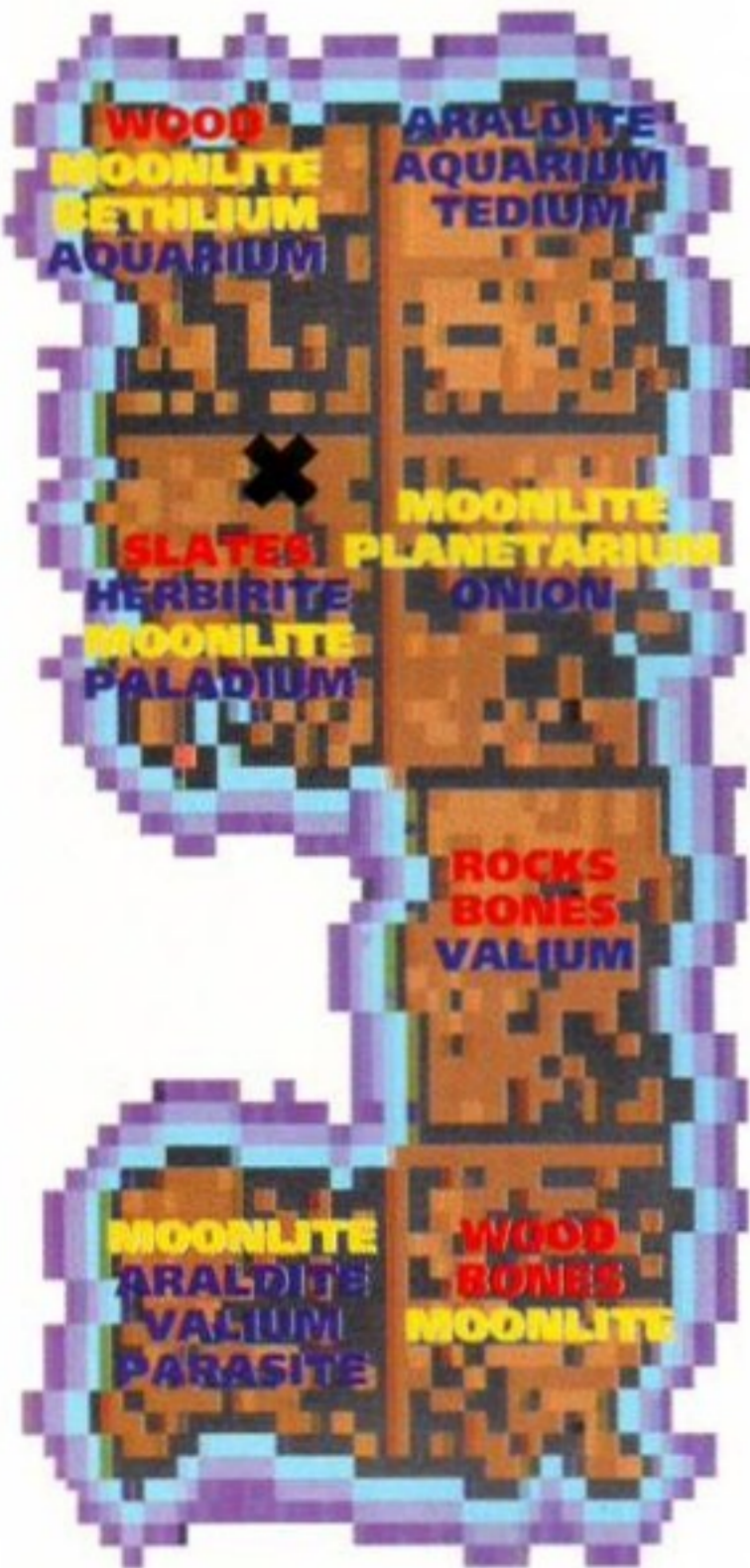
Don't be too disheartened if designs aren't available to you straightaway. If you want, for example, an army weapon, but you only have shields and building weapons, these may shift you up a tech-level, which will make another element available to you. This may lead to the design you require.

To produce designs that are either quick to make immediately or can be manufactured speedily, try making as much as possible before you start mining, since inventions made from gatherables save time and man-power.

Always wait until clocks have fully ticked

EPOCH 3

GAZZA



Useful Elements for Designs

Rocks, Wood, Bones:
 Rock Weapon
 Catapult
 Spear
 Bow and Arrow
 Crossbow

Valium, Parasite:
 Bow and Arrow
 Boiling Oil
 Musket

Slate, Moonlite, Planetarium:
 Pike
 Longbow
 Giant Catapult
 Stick Weapon
 Spear
 Musket

Aquarium, Paladium:
 Giant Catapult

Bethlium, Solarium, Araldite:
 Catapult
 Pike
 Longbow
 Cannon
 Boiling Oil
 Crossbow

Herbirite, Yeridium:
 Longbow
 Giant Catapult

THE CHARACTERS

SCARLET



Usually a good bet for a quick alliance, but she's prone to infidelity. Scarlet tends to attack frequently and can be easily tempted into battle, luring her unpredictable armies away from their duties.

CAESAR



It's hard to persuade him to join you, but he's a reliable ally, has a good balance between attack and defence and likes building weapons (since he knows the designs). So try to keep his territory to a minimum.

OSBERON



This chap tends to offer an alliance more than most, but tends to be unfaithful. He attacks erratically, but is a useful ally to have in battle. He likes to design any weapon and is prone to retaliation against attacks.

MEDCAP



Allying with him is near impossible, but once you do he's faithful to the end. A careful tactician, so the best strategy when battling him is to hit early. Though he seldom attacks, his assaults are overpowering.

away before changing the factory over to production of a new object. Likewise always think twice when designing, since aborting a design when you are half way through it wastes time.

Keep an eye on what elements are in the various sectors, because this can give you clues to what the enemy are like to arm themselves with. And also keep your assignments of men balanced to keep up efficiency. You should only throw all your men into one task in an extreme emergency.

If you have time on your side, try to leave as many men in the tower as possible so that they reproduce. Men are currency, so look

after your assets! Being attacked with time on your side allows you to defend by designing shields only using gatherable elements.

Although it's a bad idea to send unarmed men to attack buildings, it is sometimes worth sending a couple of martyrs in to see what kind of armies the enemy have hidden away. Also, keep an eye on the map to see what the enemies are up to.

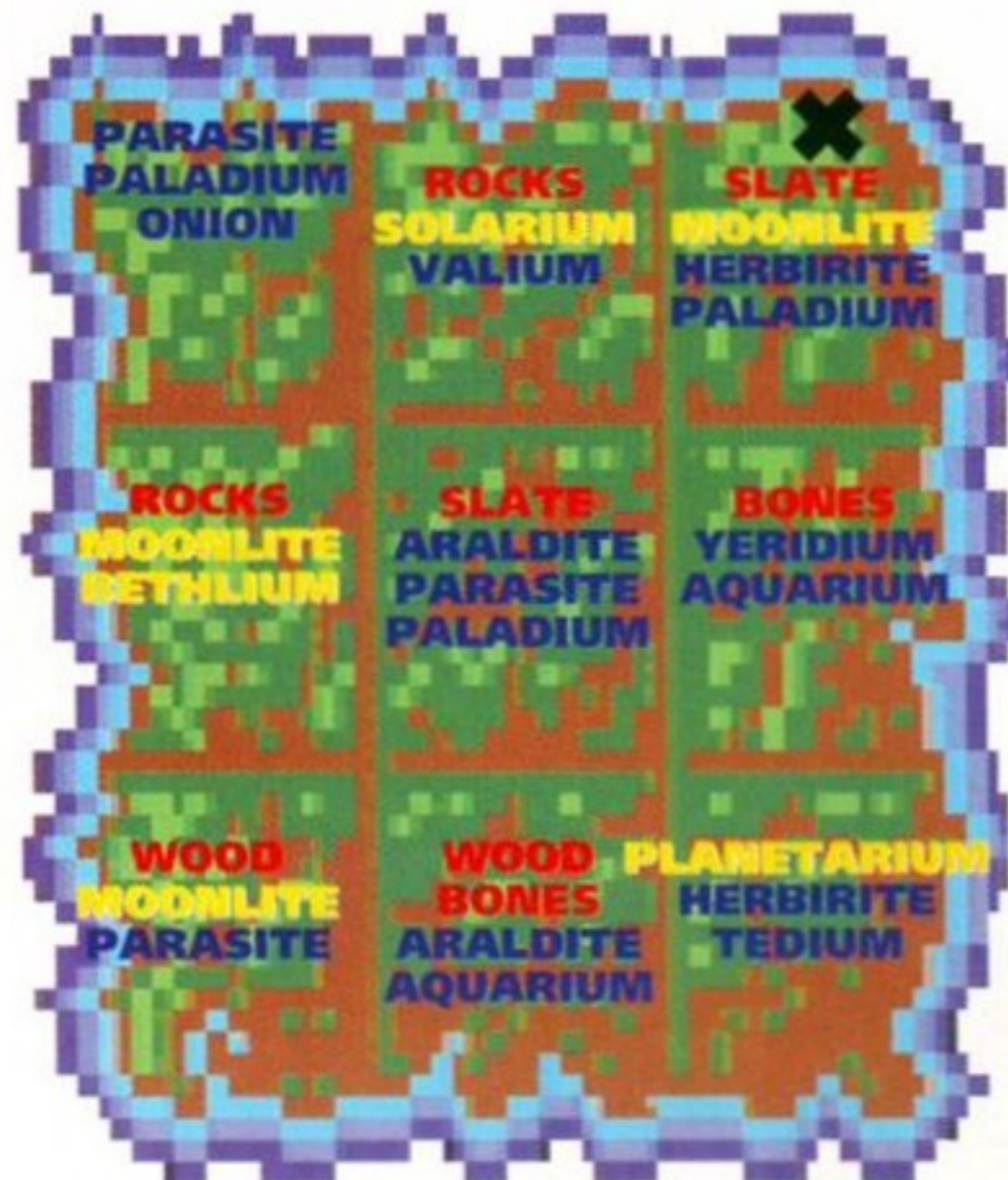
If you start next to an opponent, try to ally with him right away to stop him from attacking you. It's also an idea to try and ally with an aggressor if you're just about done for. After all, you have nothing left to lose!

SHIELD DESIGN

	Rocks Wood Bones	Slate Moonlite Planetarium	Bethlium Solarium Araldite	Herbirite Yeridium	Valium Parasite	Aquarium Paladium
Epoch 1	Shield 1 Shield 2 Shield 4	Shield 1 Shield 3	Shield 2	Shield 3 Shield 4	Shield 4	
Epoch 2	Shield 1 Shield 3 Shield 4	Shield 2	Shield 1	Shield 2 Shield 3	Shield 3	Shield 4
Epoch 3	Shield 2 Shield 3 Shield 4	Shield 1	Shield 4	Shield 1 Shield 2	Shield 2	Shield 3 Shield 4

All elements can be used on all the designs with the exception of rock and stick weapons.

HERNIA



IBIZA



• Play in one or two player mode



• Appeals to all levels: beginner to expert
• More strategy than chess



• 32 unique levels: 16 maps for one player mode, another 16 maps for two player mode, plus two secret map missions!



• Wide variety of units to control: from infantryman to aircraft carriers
• Each vehicle in battle has detailed statistics and abilities.



• Combat powers against varying types of offensive vehicle, speed reactions and defensive abilities are all taken into consideration.



A I R - L A N D - S E A

BATTLE ISLE

S T R A T E G Y



Available on AG-ST-PC



You are the chief of your military staff and you have complete control to mobilise your armies to attack the enemy occupied islands.
"Not only does the superb presentation put this game far above most others of its genre, it has been designed with the general gamer in mind, and is very accessible and highly playable."
Laurence Scotford - *The One*
Battle Isle is one of the highest quality strategy games available.



UBI SOFT

Entertainment Software

Saddlers House - 100 Reading Rd - Yateley - CAMBERLEY - SURREY - GU17 7RX Tel: (0252) 860 299

We got a hot one for ya...

Throughout the year, Gamebusters tries to bring you the cheats for as many of the hot games as we can, but we thought the festive season seems like a good time to look back on the past 12 months and put together a mega list of the top cheats for some of the hottest arcade-action games of the year. FAB Virgil...



1. SWIV

If your having a little trouble handling all that military hardware, pause the game and type NCC-1701 (including the dash). When the game restarts, you will have infinite lives.



2. GODS

For some extra godlike power, select the 'enter password' option and type in SORCERY. You should now be able to start with infinite energy.



3. ELF

A little munchkin isn't supposed to deal with all that danger, so a little more currency might help. To give him a bit of a hand, type CHOROPOO at any point during the game. You will then be given 99 pets.



4. TURRICAN 2

The lone saviour of a race? Could be, but the chances are slim if the person controlling him can't beat the enemy. For infinite lives and power lines, press Help to get to the music selection page, press 4 to stop the music, then press 2. After about 10 seconds of music, press Escape twice, then play the game.

5. Z-OUT

More shoot-em-up action to tease and frustrate you! If this game is causing problems, then simply hold the J key while playing and hit 1-8 to select the relevant level. If this still doesn't help, hold J and press K for infinite lives. To turn the cheat off (that guilty conscience getting too much?) just press J and K again.



6. CHUCK ROCK

After a lifetime of TV, beer, chips and gravy, Chuck is hardly in the best of shape to carry out a rescue mission. For infinite energy, type UNCLE SAMS on the screen where the band is playing. Alternatively, type TURN FRAME to switch on the level select mode. With this you can use the number keys to select the required level.

7. KILLING CLOUD

All alone against the crime world of San Francisco. Not very easy to handle with the limited resources available, is it? To boost your supplies, enter 1KILLING as a mission code. You will then be given 28 PUPS and 28 nets.

8. CAR-VUP

Feeling sorry for that poor little cartoon car's plight? Well try entering R.J.TOONE on the score table for infinite lives. If the fact that you can't stop is bugging you, press Z for brakes.

9. SUPERCARS 2

If your races are more a 'pile into the walls' affair than beating the other cars, then try this. Enter player one's name as 'Wonderland' and player two's as 'The Seer'. You can now start a game in either one or two-player mode with the cheat active.



10. PREDATOR 2

If that scaly monster is getting too much for you, then try some insults. In other words, pause the game and type YOU'RE ONE UGLY MOTHER. You can now play with infinite energy. Bullets? Pah!

11. SWITCHBLADE 2

If a robotic arm isn't enough to help you through the robot-infested zones, then try this. When the title screen appears, type LEVEL and the number of the stage you wish to jump to. For a more unusual trick, type CHROME to enter a sub-game.



12. ROBOCOP 2

'Your move, creep!' BANG! Oh dear. Robocop gets flattened! This might help, though: try typing SERIALINTERFACE (no spaces) on the title screen. Now press F9 to restore energy or F10 to skip levels.



LOTUS TURBO CHALLENGE 2

After receiving praise in the last issue of *Amiga Format*, Gremlin's latest race game has obviously won a lot of fans – judging by the number of letters listing the codes that have been sent in.

To jump to the various sections, use these codes:

Course	Password
Forest Course.....	No Code
Night Course.....	TWILIGHT
Fog Course.....	PEA SOUP
Snow Course.....	THE SKIDS
Desert Course.....	PEACHES
Motorway Course.....	LIVERPOOL
Marsh Course.....	BAGLEY
Storm Course.....	E BOW

If you still can't finish any of the sections, then maybe a cheat would be beneficial. Try typing in one of these instead of a password:

DEESIDE: Allows you to qualify for the next stage even if the timer runs out



Here are the positions of the first set of time domes on the Marsh course. Each dome adds two seconds.

TURPENTINE: Gives you infinite time

So you're tired of driving around, eh? Well try entering DUX as a password to access a secret game. To get back to the racing, press the mouse button.

Some of you may be having trouble with the last two courses, since these require you to pick up domes littered around the track. On the Marsh course, the first time-dome section is on a straight, with the domes in the positions shown on the picture.

The next time-dome section on this course has all the domes placed on the inside edge of the bends. On the Storm course, try to collect the turbo-domes found just off the centre of the track. These will give you enough speed to reach the checkpoint.

Yet again, there is no single accolade for sending this in, since there were so many entries (more than any other tip this month). Thanks go to everyone who bothered, though.



HELPING HAND



Whisper Softly

£25

The most frequent enquiry that people have sent in to Helping Hand has to be concerning the password in *Shadow of the Beast II*. Many people have replied to a letter printed a while ago claiming that the TEN PINTS cheat is the password, but this isn't true. But now (drum roll please) we have the password! And the word to whisper is... SUNSTOVE.

The sender of this life-saving code is **Christopher Abberton** from **Cleveland**, who wins a mail order voucher for his trouble.

I'll Be Back

I recently purchased *Terminator 2*, but unfortunately I can't get past level two. Please can you tell me if there are any cheats or tips.

Mark Sinclair,
Milingarie, Glasgow

Dear me! We all found the game far too easy without a cheat (hence the 60 per cent score). Still, if anyone out there knows of a cheat, then send it in to Helping Hand. It could be your lucky day.

Unfathomable

I desperately need a cheat for *The Untouchables* (I know it's quite old) because I can't get more than 30 pieces of evidence and I keep getting shot.

Ian Morgan,
Hamworthy Poole

If it's a cheat you want, it's a cheat you shall have! Type in SOUTHAMPTONGAZETTE and you will be

able to skip levels by pressing F10. If you press Help on levels two, three and six you will be transported halfway through the level. Hope that helps!

Colour Me Magic

£25

Back in Issue 27, we had a letter from Mark Hopkins who was having trouble with the staff section in the *Seven Gates of Jambala*. Well Mark, fret no more! Here is the correct combination to use: Brown, Yellow, Violet, Red, Light Blue, Blue, Green. **Jonathan Bennet** from **Hindley Green** (near Wigan!) gets a £25 voucher for sending in this reply.

Kick it In

Please could you give me a cheat for *Full Contact*? Please print it as it will make my day.

Tom Hughes,
Wallingford, Oxfordshire



Ah. Sorry, but I'm going to have to ruin your day. Finbar Bone-Anderson also wrote in asking for tips on this game, but I'm going to have to disappoint both of you. No-one around here knows what the

cheat is. If anyone out there happens to come across one, then send it in for a chance at winning the loot!

Let's Go!

Can you help me on level 15 of *Lemmings*? All the lemmings die! Worst of all, the lemmings get caught in the trap. Please help!

Matthew Sammon,
Rochester, Kent

It sounds as though you've already got pretty far, since the difficult bit is at the beginning. Anyway, here's how to do it...

Let one lemming walk down the blocks, then turn the second into a Blocker as close to the last block as possible. When the first lemming gets close to the columns, turn him into a Miner so that he digs into the ground, then make him a Basher before he tunnels off the bottom of the screen. When he reaches the end, make him a Builder before he falls off, then set him bridging again when he finishes building. While he's constructing the second bridge, bomb the Blocker to set the others free, then go back and finish bridging the gap. When he climbs the first set of steps, turn him into a builder to bridge the gap above the trap. The lemmings should all walk to freedom.

That's all we've got time for. If you've a serious problem, then we may have something for you. Then *Screenplay 2* is here! Following on from the original (you have bought a copy, haven't you?). This second volume contains a new set of over 100 games, with mini reviews for each entry. You will find heaps of tips, cheats, maps and solutions to the top games as well as some older classics. Christmas is just around the corner, so start dropping those hints!

Oh, and Merry Christmas!

If you're stuck on a game or have a solution to one, then write it down and send it in along with the name of the game cheat on the envelope to **HELPING HAND Amiga Format, 30 Monmouth Street, Bath BA1 2BW**

Knightmare



"You are setting forth into another place, another time, another world," said Treguard, The Dungeon Master. "And what makes you think that you four mere mortals will succeed in the Quest, when so many others have failed?"

I understood, at that moment, that our mission was going to take all our endurance, all our collective skill, and, most of all a depth of courage, that I wasn't sure we possessed.

Ever since ITV's award-winning series hit our screens, the world has been waiting for a computer game worthy of the name. The wait is over.

Tony Crowther's amazing re-creation has everything.

Using the same game system that made 'Captive' adventure game of the year for 1990, 'Knightmare' makes dungeons and dragons games seem like newts splashing around in a muddy puddle.

'Knightmare' is a sophisticated role-playing adventure where you are

challenged to solve complex puzzles, logic problems and riddles that reveal a rich, ever-more rewarding storyline.

Your journey takes you deep into the dungeons of Dunshelm, to a cataclysmic meeting with Lord Fear and the unthinkable horrible FrightKnight.

Whether or not the meeting is terminal is up to you. You will need wisdom, tenacity, alacrity and, above all, courage.

But you have all those things, don't you...?



Available for Amiga & Atari ST

Knightmare is copyright Anglia Television and Broadsword Television.
Game copyright 1991 Mindscape International Limited.
Captive Copyright 1990, 1991 Mindscape International Limited, all rights reserved.
Written by Tony Crowther.



MINDSCAPE

BROADSWORD



ANGLIA
Television Limited

For your local dealer, contact: **Mindscape International Ltd**, The Coach House, Hooklands Estate, Scaynes Hill, West Sussex RH17 7NG Tel: 0444 831 761

ACTION



THE WORLD'S CARTRIDGE IS

NOW WITH

A

JUST LOOK AT THE UNMATCHED RANGE OF FEATURES

● SAVE THE ENTIRE PROGRAM IN MEMORY TO DISK

Special compacting techniques enable up to 3 programs to fit on one disk. Now saves directly to disk as Amiga Dos - reloads independently of the cartridge - even transfer to hard drive! Works with up to 2 Megs of Ram - even 1 Meg Chip Mem (Fatter Agnus).

NEW SUPER POWERFUL TRAINER MODE .

now with **DEEP** trainer. Even better than before - allows you to generate more or even infinite lives, fuel, ammo. Perfect as a Trainer Mode to get you past that "impossible" level. Easy to use.

● IMPROVED SPRITE EDITOR

The full Sprite Editor allows you to view/modify the whole sprite set including any "attached" sprites. PLUS A RANGE OF IMPROVED FEATURES.

● VIRUS DETECTION

Comprehensive virus detection and removal features to protect your software investment. Works with all presently known viruses.

NEW BURST NIBBLER.

Now this super disk copier program is built into Action Replay Mk III. Just imagine a superfast, efficient disk copier program at the press of a key - no more waiting.

● SAVE PICTURES AND MUSIC TO DISK

Pictures and sound samples can be saved to disk. Files are saved directly in IFF format suitable for use with all the major graphic and music packages. Samples are displayed as screen waveform.

NEW PAL or NTSC MODES SELECTABLE .

Useful for removing ugly borders when using NTSC software. (Works only with newer Agnus chips).

NEW MANY MORE INSTANT CLI COMMANDS .

like Rename, Relabel, Copy, etc.

● SLOW MOTION MODE

Now you can slow down the action to your own pace. Easily adjustable from full speed to 20% speed. Ideal to help you through the tricky parts!

● RESTART THE PROGRAM

Simply press a key and the program will continue where you left off.

● FULL STATUS REPORTING

At the press of a key now you can view the Machine Status, including Fast Ram, Chip Ram, RamDisk, Drive Status, etc.

● POWERFUL PICTURE EDITOR

Now you can manipulate and search for screens throughout memory. Over 50 commands to edit the picture plus unique on screen status "overlay" shows all the information you could ever need to work on screens. No other product comes close to offering such dynamic screen handling of frozen programs!!

NEW JOYSTICK HANDLER .

allows the user to select Joystick instead of Keypresses - very useful for many keyboard programs.

● MUSIC SOUND TRACKER

With Sound Tracker you can find the complete music in programs, demos, etc. and save them to disk. Saves in format suitable for most track player programs. Works with loads of programs!!

● AUTOFIRE MANAGER

From the Action Replay III preference screen you can now set up autofire from 0 to 100%. Just imagine continuous fire power? Joystick 1 and 2 are set separately for that extra advantage!

NEW IMPROVED RAM EXPANSION SUPPORT.

Now many more external Ram Expansions will work with all Action Replay III commands.



HOW TO GET YOUR ORDER FAST!

TELEPHONE [24Hrs] **0782 744707** CREDIT CARD ORDERS

ORDERS NORMALLY DISPATCHED WITHIN 48 Hrs. ALL CHEQUES/POSTAL ORDERS MADE PAYABLE TO....



DATEL ELECTRONICS LTD.



GOVAN ROAD, FENTON INDUSTRIAL ESTATE, FENTON, STOKE-ON-TRENT, ST4 2RS, ENGLAND

FAX 0782 744292 TECHNICAL/CUSTOMER SERVICE 0782 744324

ON REPLAY

III

**MOST POWERFUL FREEZER-UTILITY
NOW EVEN BETTER!!**

**STILL ONLY
£59.99**

**MASSIVE 256K OPERATING SYSTEM IN ROM OFFERING
A WHOLE NEW RANGE OF MK III FEATURES**

**AMIGA ACTION REPLAY SIMPLY PLUGS INTO THE EXPANSION PORT OF
YOUR AMIGA AND GIVES YOU THE POWER TO FREEZE MOST ANY PROGRAM**

DOS COMMANDS

Now you have a selection of DOS commands available at all times - DIR, FORMAT, COPY, DEVICE, etc.

NEW FILE REQUESTOR -

if you enter a command without a filename, then a file requestor is displayed.

DISK COPY

Disk Copy at the press of a button - faster than Dos Copy. No need to load Workbench - available at all times.

BOOT SELECTOR

Either DF0 or DF1 can be selected as the boot drive when working with Amiga Dos disks. Very useful to be able to boot from your external drive.

NEW PLUS IMPROVED DEBUGGER COMMANDS -
including Mem Watch Points and Trace.

DISKCODER

With the new "Diskcoder" option you can now 'tag' your disks with a unique code that will prevent the disk from being loaded by anyone else. 'Tagged' disks will only reload when you enter the code. Very useful for security.

NEW SET MAP -

allows you to Load/Save/Edit a Keymap.

PREFERENCES

Action Replay III now has screen colour preferences with menu setup. Customise your screens to suit your taste. Very simple to use.

DISK MONITOR

Invaluable disk monitor - displays disk information in easy to understand format. Full modify/save options.

NEW IMPROVED PRINTER SUPPORT -

including compressed/small character command.

PLUS A MACHINE CODE FREEZER MONITOR WITH EVEN MORE POWER!!

MORE FEATURES INCLUDING 80 COLUMN DISPLAY AND 2 WAY SCROLLING...

- Full M68000 Assembler/Disassembler
- Full screen editor
- Load/Save block
- Write String to memory
- Jump to specific address
- Show Ram as text
- Show frozen picture
- Play resident sample
- Show and edit all CPU registers and flag
- Calculator
- Help command
- Full search feature
- Unique Custom Chip Editor allows you to see and modify all chip registers - even write only registers!
- Notepad
- Disk handling - show actual track, Disk Sync. pattern etc.
- Dynamic Breakpoint handling
- Show memory as HEX, ASCII, Assembler, Decimal
- Copper Assemble/Disassemble - now with suffix names

**REMEMBER AT ALL TIMES YOU ARE INTERROGATING THE PROGRAM IN IT'S
"FROZEN" STATE WITH ALL MEMORY AND REGISTERS INTACT
- INVALUABLE FOR DE-BUGGING OR JUST THE INQUISITIVE!**

AUSTRALIAN DISTRIBUTOR

Macro-Soft

29 Lasscock Avenue,
Lockleys, S. A. 5032
Telephone (08) 234 5050
Fax (08) 352 8305

UPGRADE INFORMATION

OWNERS OF AMIGA ACTION REPLAY MK II CARTRIDGE
CAN UPGRADE TO THE NEW MK III VERSION BY
RETURNING THEIR OLD CARTRIDGE PLUS £39.99
INCLUDING POSTAGE, PACKAGING AND HANDLING.
PLEASE CLEARLY MARK THE OUTSIDE OF YOUR PACKAGE
"ACTION REPLAY UPGRADE"

WARNING 1988 COPYRIGHT ACT WARNING

Date! Electronics Ltd., neither condones or authorises the use of its products for the reproduction of copyright material.
The backup facilities of this product are designed to reproduce only software such as Public Domain material,
the users own programs or software where permission to make backups has been clearly given.
It is illegal to make copies, even for your own use, of copyright material, without the clear permission of the copyright owner, or the licensee thereof.

VIDEO DIGITIZER II



ONLY
£ 89.99

NOW YOU CAN DIGITIZE PICTURES FROM ANY VIDEO CAMERA OR VCR

- Completely newly designed interface that plugs into the expansion connector of the Amiga 500 or internal connector of the Amiga 2000.
- Standard phono video input 0.5 to 2.0 volts to take signals from TV, video or camera.
- Control brightness, contrast and throughport on A500 version.
- Frame grab in 1/50 second, record update up to 3 frames per second.
- Single or continuous update in 4, 8 or 16 grey levels.
- Play frames backwards or forwards up to 15 frames per second.
- Save Raw, IFF or sequence files.
- Automatically adjust for maximum number of frames according to memory available.
- Display 256 x 256 pixels, but optional 320 x 256 IFF Save. Screen editing features Cut, Copy, Brush, Paste and Undo. Effects menu to reverse pos/neg, compress, etc.
- Second display editor controls sequence production: Record, Play, Insert, Clear, Delete Frames.
- Set start and end position number of frames saved, number frames, step backwards and forwards, loop, etc. Time lapse feature adjustable in 1 second increments to 1 hour between each frame. Ideal for capturing flowers opening, sky movements, special effects, etc.
- Separate player programs included to insert into your own program disks. Hard disk transfer program.
- Please state A500 or 2000 version when ordering.



NOW WITH FULL COLOUR OPTION

WITH THE ADDITION OF THE RGB SPLITTER, TO THE VIDEO DIGITISER II YOU CAN OBTAIN COLOUR IMAGES IN ONLY 1 SECOND!!

- The Splitter unit plugs alongside the Digitiser and a lead is supplied to couple the two units together.
- Full adjustment of Red, Green and Blue signals together with a saturation control enabling you to take full control over any image.
- The Splitter is switched in software and comes complete with Digitiser Colour Software.
- You can select single continuous colour or B/W input. Files can be saved in Raw 4096 colour format, 8 or 32 colour IFF files or 16 shade B/W IFF.
- Features include full palette control editing of frame and colour retouch calculator.
- Input from camera, camcorder or video recorder (paused). No more messing with colour filters.

RGB COLOUR SPLITTER
ONLY £79.99
EDY VIDEO DIGITISER II PLUS
RGB COLOUR SPLITTER FOR
ONLY £149.99

HOW TO GET YOUR ORDER FAST!

TELEPHONE [24Hrs] **0782 744707** CREDIT CARD ORDERS
ORDERS NORMALLY DISPATCHED WITHIN 48 Hrs. ALL CHEQUES/POSTAL ORDERS MADE PAYABLE TO....



DATEL ELECTRONICS LTD.



GOVAN ROAD, FENTON INDUSTRIAL ESTATE, FENTON, STOKE-ON-TRENT, ST4 2RS, ENGLAND.
FAX 0782 744292 TECHNICAL/CUSTOMER SERVICE 0782 744324



AMIGA PRO SAMPLER STUDIO II + DATEL JAMMER



- New design hardware now plugs into expansion socket of A500 completely freeing the parallel port.
- Save files in Raw or single, multi-octave IFF format.
- Surface mount technology, twin A/D converters for realtime stereo sampling.
- Extensive filters for extremely clean and noise-free sampling.
- Through bus allows existing add ons, e.g. hard drive.
- The NEW Sampler II software has been completely re-written in 100% Machine Code and incorporates faster routines, bigger displays and many new editing features such as Cut, Copy, Insert, Replace, Mix, Erase, etc.
- Stereo lock control.
- Separate zoom windows and controls for left and right channels.
- Multi-bank facilities for 1 Meg users.
- Adjustable trig record level and sound monitor.
- Separate buffer for editing waveforms and improved wave-editor with instant update.
- Envelope control panel for ramping up and down re-scale amplitude, noise filter and scan waveform.
- On screen display of filenames sample rate, length, etc.
- Inputs for microphone or line 1/4" jack and DIN connections at rear of unit.

STEREO SAMPLING

NEW LOWER PRICE

NOW ONLY £49.99 COMPLETE (A500)
INTERNAL 2000/1500 VERSION ALSO AVAILABLE



NEW LOWER PRICE

CUMANA CAX 354 3.5" DISK DRIVE

- Legendary Cumana quality now at an extremely low price!
- Throughport allows daisy-chaining with other disk drives.
- A full 1 meg of unformatted capacity (880K fully formatted).
- A good length of cable is provided for convenient positioning on your desk etc.
- High precision head positioning.
- On/Off switch.
- Extremely quiet and click free operation.

ONLY £59.99

IF NEXT DAY COURIER DELIVERY IS REQUIRED THEN PLEASE ADD £5

NEW MINI SAMPLER



- A top quality 8 bit mono sampler complete with Pro Sampler and Jammer software.
- Also compatible with most other PD Sampler software.
- Inputs for microphone or line 3.5mm jack and din connections.
- Utilises latest surface mount technology and incorporates all the features found on bigger, more expensive samplers.
- Easy to use - just plug in and start sampling!

ONLY £24.99
COMPLETE PLEASE STATE
A500/1000/2000/1500

LC 200 COLOUR PRINTER

**NOW YOU CAN PRINT
OUT YOUR PICTURES
IN FULL COLOUR!**

- The Star LC200 Colour Printer not only prints in Near Letter Quality for your regular jobs but also prints out your pictures in genuine colour!
- No more to buy - just plug in and print!!
- Comes complete with printer lead.



NOW ONLY £229.00

MICROMIDI

- Fully compatible Midi Interface for A500/2000.
- MIDI In - MIDI Out - MIDI Thru.
- Fully Opto isolated.



NEW LOWER PRICE

NOW ONLY £14.99

MIDIMASTER

- Midi In - 3 x Midi Out & Midi Thru.
- Full Midi Interface for A500/1000/2000 (please state which model req.).
- Compatible with all leading Midi packages (In D/Music).
- Fully Opto isolated.



NEW LOWER PRICE

NOW ONLY £19.99
INCLUDING 2 FREE MIDI CABLES

512K RAM CARD



NEW LOWER PRICE

- If you can obtain your own Ram chips, we can supply the card!
- Accepts 16 x 41256 D Rams.
- Available with/without clock option.
- Switch disable feature.

NOW ONLY £9.99
CLOCK VERSION £14.99

N.B. THESE PRICES DO NOT INCLUDE RAM CHIPS.

INTERNAL MIDI INTERFACE FOR 2000,1500

- Now an internal interface for the Amiga 2000 and 1500.
- Easily fitted in minutes.
- Leaves serial port free for other uses.
- Midi In, 3 x Midi Out and Midi Thru.
- Fully compatible - Opto isolated.

ONLY £29.99
INC. 2 FREE MIDI CABLES

GENIUS MOUSE

- High quality direct replacement for mouse on all Amigas.
- Teflon glides for smoother movement.
- Rubber coated ball for minimum slip.
- Optical system counting - 500/mm.



Special offer - FREE Mouse Mat + Mouse House (worth £7.99)

NOW ONLY £19.99 COMPLETE

NEW LOWER PRICE



HOW TO GET YOUR ORDER FAST!

TELEPHONE [24Hrs] **0782 744707** CREDIT CARD ORDERS
ORDERS NORMALLY DISPATCHED WITHIN 48 Hrs. ALL CHEQUES/POSTAL ORDERS MADE PAYABLE TO....



GOVAN, ROAD, FENTON INDUSTRIAL ESTATE, FENTON, STOKE-ON-TRENT,
ST4 2RS, ENGLAND. FAX 0782 744292 TECHNICAL/CUSTOMER SERVICE 0782 744324

DATEL LONDON SHOP



222, TOTTENHAM COURT RD,
LONDON, W1. Tel 071 580 6460

A TOP QUALITY 400 DPI HANDY SCANNER AT A TRULY

**UNBEATABLE
PRICE!!**

DATEL



**STILL ONLY
£129.99
COMPLETE HARDWARE/SOFTWARE**

SCANNING COULDN'T BE SIMPLER...

- NEW** IFF Buffer Save 1600 x 1024 pixels, dual buffer, scan matching and view Buffer.
 - Unmatched range of edit/capture facilities and keyboard control simply not offered by other scanners at this unbeatable price.
- NEW** Full keyboard control of most functions.
 - An easy to handle Handy Scanner featuring 105 mm scanning width and 400 dpi resolution enables you to scan graphics and text into your Amiga.
- NEW** Includes hard disk transfer to run under Workbench.
 - Adjustable switches for brightness/contrast levels.
- NEW** Screen grid overlay and configure menu to save parameters.

- NEW** Full sizing menu of scan area.
 - Geniscan gives you the ability to easily scan images, text and graphics and even offers 200Dpi Dual Scan Mode.
- NEW** X, Y position readout and metric sizes.
 - Save images in suitable format for most leading packages including PHOTON PAINT, DELUXE PAINT, etc.
- NEW** View window and position control panel.
 - Package includes Handy Scanner, Interface, Power Pack and Scan Edit IV software.
- NEW** Icon menu to select functions.
 - Powerful partner for DTP that allows for cut and paste editing of images etc.

**NEW
VERSION IV
SOFTWARE**

**COMES WITH
FREE
PHOTON PAINT**

- Comes complete with Photon Paint Illustrator Software.
- Huge range of features.
- Top selling graphics package.

GOLDEN IMAGE OPTICAL REPLACEMENT MOUSE

**... NOW A TRUE OPTICAL
MOUSE! FOR THE AMIGA**



- **YES A FULL FEATURE OPTICAL MOUSE FOR YOUR AMIGA - THAT MEANS NO MOVING PARTS!**
- Incorporating full optical tracking and counting - no ball so no problems with clogging, slipping, etc.
- High count output for very fine movement.
- Two button microswitch action.
- Direct replacement for all Amigas.
- Comes complete with special "Optical Pad".
- Superbly styled - supersmooth shape moulded to fit the hand.
- Comes complete with moulded 9 pin connector.



No more to buy!!

**COMPLETE
ONLY £39.99**



HOW TO GET YOUR ORDER FAST!

TELEPHONE [24Hrs] **0782 744707** CREDIT CARD ORDERS
ORDERS NORMALLY DISPATCHED WITHIN 48 Hrs. ALL CHEQUES/POSTAL ORDERS MADE PAYABLE TO...



GOVAN ROAD, FENTON INDUSTRIAL ESTATE, FENTON, STOKE-ON-TRENT,
ST4 2RS, ENGLAND. FAX 0782 744292 TECHNICAL/CUSTOMER SERVICE 0782 744324
A/F SCAN 2



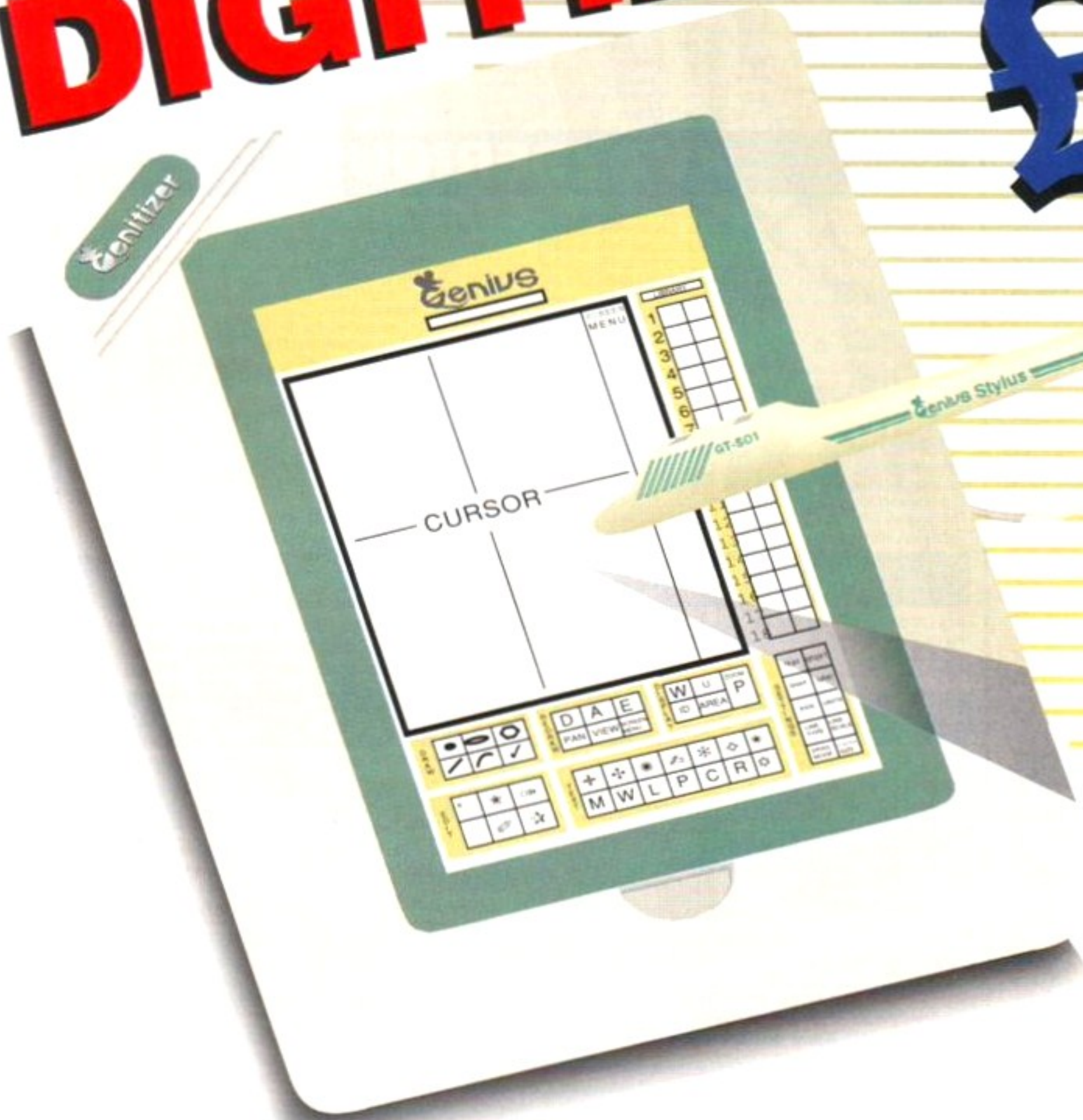
GENIUS DIGITIZING TABLET

£129⁹⁹

COMPLETE FOR THE

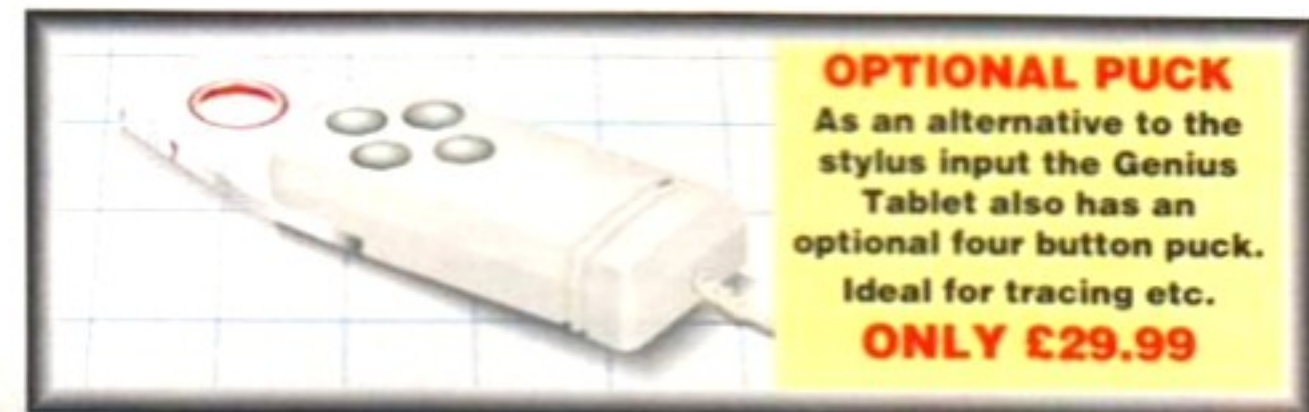
AMIGA

ADD A PROFESSIONAL TOUCH TO YOUR DRAWING / CAD WORK



- Full easy to follow instructions.
- This is the input method used on professional systems - now you can add a new dimension to graphics/CAD.
- Fast input of drawing by "tracing" is made easy - plus "absolute reference" means you can move around the screen many times faster than by a mouse.
- The Genitizer fits in the serial port of your Amiga 500/1000/2000 and "co-exists" with mouse.
- Unlike a mouse, the Tablet gives absolute co-ordinates so that tracking and menu selections are possible from the tablet face.
- A pressure sensitive switch built into the stylus tip activates the Tablet overriding the normal mouse input. When you are not using the Tablet, you have normal mouse control.
- Complete system - Graphics Digitizer Tablet, Stylus, Deluxe Paint Template, Power Adaptor, Test Software, Interface Unit, plus Driver Program - no more to buy!

- With the Amiga Genitizer Graphics Tablet you can streamline the operation of most graphic or CAD programs.
- The Genitizer Graphics Tablet utilises latest technology to offer up to 100 dpi resolution at the tip of a stylus.
- Complete 9" x 6" digitizing area plus super accurate stylus combine to enable fast, accurate and easy control.
- Works by "mouse emulation" so the Genitizer will work with most packages where mouse input is the usual method - Deluxe Paint, Photon Paint, CAD Packages, etc. etc.
- Supplied with a template for Deluxe Paint.



OPTIONAL PUCK
As an alternative to the stylus input the Genius Tablet also has an optional four button puck. Ideal for tracing etc.
ONLY £29.99



HOW TO GET YOUR ORDER FAST!

TELEPHONE [24Hrs] **0782 744707** CREDIT CARD ORDERS
ORDERS NORMALLY DISPATCHED WITHIN 48 Hrs. ALL CHEQUES/POSTAL ORDERS MADE PAYABLE TO...



DATEL ELECTRONICS



GOVAN ROAD, FENTON INDUSTRIAL ESTATE, FENTON, STOKE-ON-TRENT,
ST4 2RS, ENGLAND. FAX 0782 744292 TECHNICAL/CUSTOMER SERVICE 0782 744324

DATEL LONDON SHOP



222, TOTTENHAM COURT RD,
LONDON, W1P 9AF.

Rubysoft



Free prize draw!
 We will give away an
 Amiga 500 or Atari ST or
 £200 cash. Winners choice.
 Automatic free entry with
 every order.

RUBY CHARTBUSTERS

	ST	Amiga		ST	Amiga
3D Construction Kit	27.99	27.99	Knights Of The Sky *	23.99	23.99
3D Golf *	23.99	23.99	Knightmare *	19.99	19.99
4D Sports Boxing *	17.99	17.99	Leander	18.99	18.99
688 Attack sub	N/A	16.99	Leisure Suit Larry 3	26.99	26.99
A10 Tank Killer	22.99	22.99	Leisure Suit Larry V *	26.99	26.99
Action Stations 1 Meg	N/A	21.99	Lemmings	16.99	16.99
Advanced Destroyer Sim	17.99	17.99	Lemmings Oh No! More	11.99	11.99
Adidas Golden Shoes	16.99	16.99	Lord Of The Rings	15.99	15.99
Africa Korp *	17.99	17.99	Lost Patrol	15.99	15.99
Agony *	19.99	19.99	Lotus Turbo Challenge 2	16.99	16.99
Alien Storm	17.99	17.99	Mad Dog Williams *	21.99	21.99
Altered Destiny	20.99	20.99	Magic Pockets	16.99	16.99
Apocalypse	17.99	17.99	Magic Story Book	19.99	19.99
Armalyte	16.99	16.99	Manchester United Europe	16.99	16.99
A.W.S.O.M.E.	17.99	17.99	Master Golf	23.99	23.99
Back To The Golden Age	16.99	16.99	Maupiti Island	16.99	16.99
Bandit King Of Ancient China *	21.99	21.99	Mega Lo Mania	19.99	19.99
Barbarian 2 (PSY)	16.99	16.99	Mega Twins *	16.99	16.99
Bard Tale 3	16.99	16.99	Mercs	16.99	16.99
B.A.T.	23.99	23.99	Microprose Golf *	23.99	23.99
Battle Bound *	16.99	16.99	Mig 29 Fulcrum	21.99	21.99
Battle Chess	16.99	16.99	Mig 29 Super Fulcrum	26.99	26.99
Battle Chess 2	17.99	17.99	Might And Magic III *	21.99	21.99
Battle Command	16.99	16.99	Midwinter 2	23.99	23.99
Bill Master	18.99	18.99	Moonbase *	22.99	22.99
Bill Elliotts Nascar Challenge *	17.99	17.99	Moonstone	22.99	22.99
Billy The Kid *	16.99	16.99	Monkey Island	17.99	17.99
Birds Of Prey	19.99	19.99	Monkey Island 2 *	17.99	17.99
Black Crypts *	17.99	17.99	Myth *	16.99	16.99
Blade Warrior *	17.99	17.99	Napoleon 1	19.99	19.99
Blues Brothers The	17.99	17.99	Narc	16.99	16.99
Bonanza Brothers *	17.99	17.99	Navy Seals	16.99	16.99
Boston Bomb Club	17.99	17.99	Nebulus 2	15.99	15.99
Breach 2 (Enhanced)	20.99	20.99	Never Ending Story 2	17.99	17.99
Cadaver	16.99	16.99	Ork	16.99	16.99
Cadaver Levels Payoff	10.99	10.99	Outrun Europe	16.99	16.99
Captain Planet *	17.99	17.99	Panza Kick Boxing Meg	17.99	17.99
Cardinal Of The Kremlin	16.99	16.99	Paperboy 2	17.99	17.99
Celtic Legend	21.99	21.99	PGA Tour Golf	N/A	16.99
Centurion	16.99	16.99	Pitfighter	16.99	16.99
Charge Of The Light Brigade	17.99	17.99	Pools Of Darkness	21.99	21.99
Chase HQ 2	16.99	16.99	Populus 2	17.99	17.99
Chintos Revenge *	16.99	16.99	Powermonger	18.99	18.99
Chuck Yeagers ATF	16.99	16.99	Predator 2	16.99	16.99
Cisco Heat	16.99	16.99	Prehistoric	17.99	17.99
Conan The Cimmerian	19.99	19.99	Prince Of Persia	15.99	15.99
Cruise For The Corpse	17.99	17.99	Proflight	20.99	20.99
Cyber Fight	16.99	16.99	Railroad Tycoon	24.99	24.99
Das Boot	21.99	21.99	Robocod *	16.99	16.99
Deathbringer *	21.99	21.99	Robocop 2	16.99	16.99
Devious Designs *	17.99	17.99	Robocop 3 *	15.99	15.99
Dsk *	15.99	15.99	Rodland	16.99	16.99
Double Dragon 3 (Rosetta)	16.99	16.99	Rolling Ronny	15.99	15.99
Dragon Lair	27.99	27.99	R Type 2	16.99	16.99
Dragon Lair 2 Time Warp	27.99	27.99	Rugby The World Cup	16.99	16.99
Dragon Wars	16.99	16.99	Sarakon *	16.99	16.99
Dynamite Debugger	16.99	16.99	Silent Service 2 1 Meg	23.99	23.99
Eli	16.99	16.99	Sim Earth *	17.99	17.99
Elvira Mistress Of The Dark	22.99	22.99	Simpsons	15.99	15.99
Elvira Mistress Of The Dark 2	24.99	24.99	Smash TV *	15.99	15.99
Epic *	16.99	16.99	Space Quest IV *	26.99	26.99
Eye Of The Beholder	N/A	19.99	Spirit Of Excalibur	19.99	19.99
Exile *	16.99	16.99	Strike Eagle 2	23.99	23.99
F15 Strike Eagle 2 1 Meg	23.99	23.99	Super Cars 2	15.99	15.99
F16 Combat Pilot	16.99	16.99	Super Space Invaders	17.99	17.99
F19 Stealth Fighter	19.99	19.99	Switchblade 2	16.99	16.99
F29 Retaliator	16.99	16.99	Team Yankee	19.99	19.99
F117A	21.99	21.99	Terminator 2	15.99	15.99
Face Off Ice Hockey *	17.99	17.99	Test Drive 3	19.99	19.99
Fire And Ice *	17.99	17.99	The Adventures Of Robin Hood	16.99	16.99
First Samurai *	17.99	17.99	Their Finest Hour	19.99	19.99
Final Fight	16.99	16.99	Their Finest Hour Mission Disk *	12.99	12.99
Final Blow	16.99	16.99	Thunderhawk	16.99	16.99
Flight Of The Intruder	23.99	23.99	Thunderjaws	17.99	17.99
Formula One 3D	17.99	17.99	Tip Off	16.99	16.99
Formula One Gran Prix (Micro) *	24.99	24.99	Toki	16.99	16.99
Gauntlet 3 *	16.99	16.99	Tournament Golf	17.99	17.99
Golden Axe	16.99	16.99	TV Sports Boxing	18.99	18.99
Gunboat *	16.99	16.99	Vengeance Of Excalibur	18.99	18.99
Gunship 2000	21.99	21.99	Video Kid *	16.99	16.99
Hard Nova	16.99	16.99	White Death 1 Meg	18.99	18.99
Heimdall *	17.99	17.99	Wild Wheels *	17.99	17.99
Home Alone *	17.99	17.99	Wolf Child *	17.99	17.99
Hudson Hawk	16.99	16.99	World Class Cricket	19.99	19.99
Hunter	19.99	19.99	World Class Rugby	17.99	17.99
International Ice Hockey *	17.99	17.99	Wrath Of The Demon	19.99	19.99
I Play 3D Soccer	16.99	16.99	W W F *	16.99	16.99
Jimmy Whites Snooker	19.99	19.99	1/2 Meg Upgrade/Clock	N/A	29.99
Joe Montana Football *	17.99	17.99			
Keys Of Marramor	16.99	16.99			
Kings Quest V	26.99	26.99			

* Please note titles not released at press date
 will be despatched within 24hrs of release
 subject to availability.

RUBY CLASSICS UNDER £10

Afterburner	6.99	6.99	IK+	6.99	6.99	Passing Shot	8.99	8.99
Arkanoid II	6.99	6.99	King Of Chicago	8.99	8.99	Predator	6.99	6.99
Blood Money	8.99	8.99	Ironlord	8.99	8.99	Rambo 3	6.99	6.99
Bloodwych	8.99	8.99	Italia 1990	6.99	6.99	Red Heat	6.99	6.99
Bubble Bobble	6.99	6.99	Little Puff	6.99	6.99	R Type	6.99	6.99
Cabal	6.99	6.99	Last Ninja	6.99	6.99	Run The Gauntlet	6.99	6.99
Carrier Command	7.99	7.99	Licence To Kill	6.99	6.99	Speedball	7.99	7.99
Centrefold Squares	6.99	6.99	Manic Miner	9.99	9.99	Switchblade	6.99	6.99
Crazy Cars	6.99	6.99	New Zealand Story	6.99	6.99	Starglider 2	8.99	8.99
Defender Of The Crown	7.99	7.99	Pro Tennis Sim	6.99	6.99	Tank Attack	7.99	7.99
Fantasy World Dizzy	6.99	6.99	Toobin	6.99	6.99	Targan	6.99	6.99
Fast Food	6.99	6.99	Dnslaught	8.99	8.99	Trivial Pursuit	N/A	8.99
Forgotten Worlds	6.99	6.99	Operation Wolf	6.99	6.99	Wacky Darts	6.99	6.99
Gauntlet 2	N/A	7.99	Outrun	6.99	6.99	Winter Olympiad	6.99	6.99

RUBYSERIOUS

AMOS	N/A	32.99	Maths Adventure	N/A	18.99
AMOS Compiler	N/A	20.99	Answer Back Junior Quiz (6-11)	14.45	14.45
AMOS 3D	N/A	24.99	Answer Back Sen Quiz (12-Adult)	14.45	14.45
STOS	21.50	N/A	Answer Back Sport (All ages)	14.45	14.45
STOS 600 Sprites	13.99	N/A	Factfile 500 Spelling (6-11)	10.16	10.16
STOS Compiler	17.99	N/A	Factfile 500 Nat History (10)	10.16	10.16
STOS Maestro	17.50	N/A	Factfile 500 Arithmetic (6-11)	10.16	10.16
STOS Maestro Plus	53.50	N/A	Factfile 500 Jun Gen Knowledge (6-11)	10.16	10.16
Fun School 2 (Under 6)	14.50	14.50	Factfile 500 Sen Gen Knowledge (12+)	10.16	10.16
Fun School 2 (6-8)	14.50	14.50	Factfile 500 English Words (12+)	10.16	10.16
Fun School 2 (8+)	14.50	14.50	Factfile 500 Know England (12+)	10.16	10.16
Fun School 3 (Under 5)	17.50	17.50	Factfile 500 Know Scotland (12+)	10.16	10.16
Fun School 3 (5-7)	17.50	17.50	Factfile 500 20th Century History (12+)	10.16	10.16
Fun School 4 (Under 5)	17.99	17.99	Factfile 500 Gen Science (14+)	10.16	10.16
Fun School 4 (5-7)	17.99	17.99	Factfile 500 First Aid (12+)	10.16	10.16
Fun School 4 (7-11)	17.99	17.99	Factfile 500 Association Football (12+)	10.99	10.16
The French Mistress	14.45	14.45	Factfile 500 Sport (14+)	10.16	10.16
The German Master	14.45	14.45	Factfile Super Sports (14+)	10.16	10.16
The Spanish Tutor	14.45	14.45			
The Italian Tutor	14.45	14.45			

Please note you must have an 'Answer Back' to use Factfile 500 titles

RUBYSPECIALS

Daily Double Horse Racing	N/A	6.99	Kill that virus - Even the "Sadam" - with our very special
Hoyle's Book of Games	N/A	10.99	Rubysoft Virus Killer. Full instructions on disk.
Killing Cloud	N/A	10.99	Price only £2.75 to cover administration costs. PN Amiga Only
Photon Paint	6.99	N/A	

COMPILATIONS

POWER UP Altered Beast, Rainbow Island, X-Out, Chase HQ and Turricon Five games only £18.99	MAGNUM 4 Afterburner, Double Dragon, Operation Wolf and Batman Caper Four games only £17.99
BIG BOX Captain Blood, Safari Guns, Teenage Queen, Bubble Bobble, Tin Tin On The Moon, Purple Saturn Day, Krypton Egg, Jumping Jackson, Bo Bo and Hostages. Ten games only £17.99	RAINBOW COLLECTION Bubble Bobble, Rainbow Island and New Zealand Story Three Fantastic games only £14.99
FISTS OF FURY Dynamite Dux, Shinobi, Ninja Warrior and Double Dragon 2 Four games only £17.99	CHALLENGERS Kick Off, Super Ski, Fighter Bomber, Great Courts and Stunt Car Racer Five games only £18.99
GRANDSTAND Gazza Super Soccer, Pro Tennis Tour, World Class Leaderboard and Continental Circus Four games only £19.99	FLIGHT COMMAND Eliminator, Strike Force Harrier, Lancaster Sky Fox and Sky Chase Five games only £13.99
DOUBLE DOUBLE BILL TV Sports Football, Lords of the Rising Sun, TV Sports Basketball and Wings Four great games £20.99	COMPUTER HITS VOL. 2 Tetris, Joe Blade, Golden Path and Black Shadow Four games only £8.99
AIRSEA SUPREMACY * Silent Service, F15 Strike Eagle, Carrier Command, P47 and Gunship Amiga Version: ★ Wings instead of F15 Strike Eagle ★ Fantastic comp only £20.99	★ COMBAT ACES ★ Fighter Bomber, Gunship and Falcon Three games only £19.99
HOLLYWOOD COLLECTION Robocop, Ghostbusters 2, Indiana Jones and Batman The Movie Four games only £18.99	★ QUEST AND GLORY ★ Cadaver, Midwinter, Bat and Bloodwych ★ St version Ironlord instead of Bat ★ Four games only £20.99
POWER PACK Zenon 2, TV Sports Football, Bloodwych and Lombard RAC Rally Four games only £15.99	NINJA COLLECTION Shadow Warrior, Dragon Ninja and Double Dragon Three games only £15.99
T.N.T. Hard Driving, A P V, Xybots, Toobin and Dragon Spirit Five games only £16.99	FOUR WHEEL DRIVE Lotus Esprit, GT Four Rally, Team Suzuki and Combo Racer Four games only £18.99
PLATINUM Black Tiger, Strider, Forgotten Worlds and Ghouls and Ghosts Four games only £16.99	★ BOARD GENIUS ★ Monopoly Deluxe, Scrabble Deluxe, Cluedo and Risk Four games only £18.99 ★ ST version no monopoly only £17.99 ★
	SUPER SEGA Super Monaco GP, Golden Axe, Crackdown and Eswat All Four games only £0.99
	QUEST FOR ADVENTURE Operation Stealth, Indiana Jones The Adventure and Mean Streets Three games only £20.99

(Dept AMF), 3 Crefeld Close, London, W6 8EL (No callers - mail order only) Tel: 071 381 5830 Fax: 071 610 1703

Please charge my Access/Visa No: _____ Date: _____

ORDER FORM

Please supply me with the following for _____ Name: _____

Computer _____ Address: _____

Titles	Price

_____ Post Code _____

Tel: _____

Business hours
 10am - 6.00pm
 Monday to Saturday
Tel: 071 381 5830
 After hours + Sundays
order hotline:
071 610 1703
Answerphone
 Fax line at other times

Expiry date: _____

Please make cheques & PO payable to Rubysoft. Credit card orders cashed only on despatch. (Please note we do not make any charge for credit card orders). Please add 75p p&p per item for all UK orders, EEC countries add £2.50 per item, non EEC add £3.50 per item, all other countries add £4.50 per item. All items are subject to availability, all prices subject to change without notice. E&OE. Please note mail order companies may take up to 28 days to deliver goods from receipt of orders. Please allow for cheque clearance



CD-ROM DEVELOPMENT

PSYGNOSIS is now established as a leader in CD-ROM technology. We are actively involved in a number of key projects and the expansion of this facility is now underway. We require the following staff:

SENIOR PROGRAMMERS

We are looking for classically trained graduate programmers who can write in both assembler and higher level languages such as C, C++ and Pascal. Ideally you will have experience of working as a leader or member of a larger development team.

PROGRAMMERS

In the position of programmer we are looking for experienced programmers with more than one language including assembler. Alternatively we are looking for enthusiastic graduates. In both instances the necessary training will be given.

PRODUCERS

Applicants must have experience of producing high quality entertainment product. A degree of liaison with intellectual property licensors and the ability to communicate ideas within a development team are essential. Responsibilities will include everything from story-board through to implementation on several formats.

ARTISTS

We require computer graphic artists preferably with experience of 3-D modelling and computer generated graphics techniques. Any experience of post production video would also be an advantage. People who have worked with high-end Amiga applications will also be considered.

Applications should initially be addressed to Ms. Jane Donald at the address below. They will be treated in the strictest confidence.

Psygnosis Limited,
South Harrington Building,
Liverpool L3 4BQ

TEL: 051-709-5755

FAX: 051-709-6466



At last a paint package has arrived that will allow you to use HAM-E in a paint program. What will this mean? HAM x 64 lets you have 262,144 colours at your disposal on screen. **Brian Larkman** picks up a full colour Animbrush and gets all arty with...

SpectraColor Ham-E

18-bit Art Package ■ £69 ■ OXXI

HERE WE HAVE a multitude of firsts, and they are all very exciting ones too. This is not only the first 'mainstream' Amiga paint program that will support HAM-E (Hold And Modify - Extended) but also the first to animate in True-Colour (that means 24-bits per pixel) and in real time. In other words it shows you just what HAM-E can really do, though even this is only just the beginning.

Surprisingly, though, the HAM-E version of *SpectraColor* is virtually the same as the Amiga original. 64 colours instead of the previous 16 are now the Base Colours, so the palette, as well as the three Spectrum Boxes and the Blend Set requester are adapted to reflect this. Everything else though, is identical in form and function.

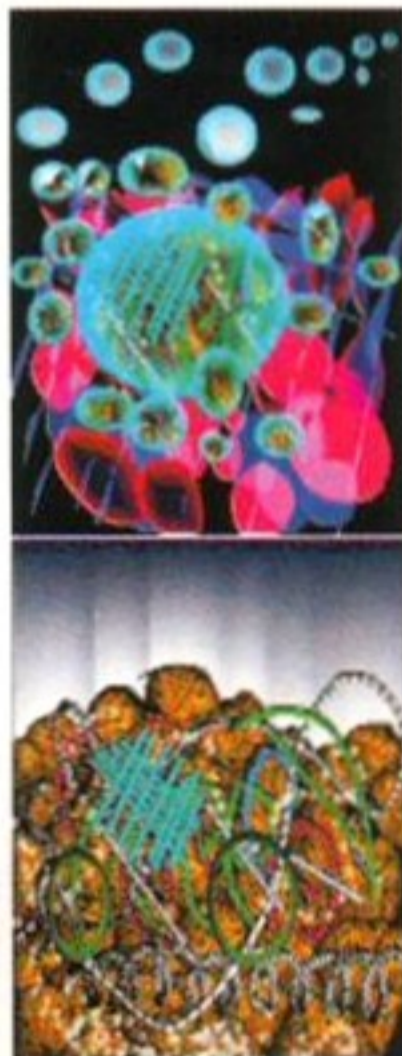
Using the huge increase in colours doesn't seem to have slowed operations down at all; if anything, *SpectraColor* seems a little faster. In effect, the HAM-E version is just an adapted version of the standard *SpectraColor* (which is in itself just an adapted version of *Photon Paint*). It probably took considerable re-coding to achieve this result but it looks and feels the same. After all that Black Belt have been saying about the transparent way their HAM-E works we shouldn't be surprised.

In a way this is a bit of a disappointment. Why? Well because all those extra colours just awaken a deep desire for more features - more ways for you to use colour. HAM-E gives you far smoother gradients and much more subtle blends of transparency but after all, *SpectraColor* is still the same old *Photon Paint* but with animation bolted on. (A fine program in its time but a bit clunky these days, especially with the new *Deluxe Paint IV* around). By supporting HAM-E, though, *SpectraColor* could have jumped into quite a different league altogether so we might indeed expect a few new features.

All the same, it is a very familiar environment to work in: *Photon Paint* with good animation and 18-bit colour can't be all that bad so let's just see what it can do!

The painting tools of this program have always been good and these are improved with

BRUSH WRAPPING
The vastly improved palette is very noticeable with brush wrapping. *Photon Paint* has always offered a pseudo texture mapping facility so that brushes could be mapped onto a series of built in 3D shapes and illuminated with a user definable 'light source'. These facilities are unchanged except that the mapping and shading is much smoother as can be seen in these examples. The spheres on the left were mapped with *Photon Paint 2*, those on the right with *SpectraColor HAM-E*.



SPECTRACOLOR HAM-E

Available from
Checkmate Digital
071-923 0658
requires **HAM-E**
also available from
Checkmate digital
price £399.



the larger palette. The Blend tool in particular is an outstanding feature providing almost unlimited control over levels of transparency and gradients with almost any tool. Having such a large palette now means that Mach Banding (these are the ugly bands of colour-contours crossing any un-dithered gradient) is almost eliminated and almost every object is smoothly graduated without the need for much dithering at all.

Unfortunately, these smooth colour gradients within objects emphasise the size of the Amiga's pixels at the edges, and stepping or 'aliasing' has now become the major problem with *SpectraColor*. The Blend tool is still not very good at 'feathering' brushes to eliminate 'edge artifacts' either (which is its only weakness really), so some form of anti-aliasing and a specific edge blending tool are probably now essential.

Some of the other tools can use the Blend setting very effectively. Airbrush for example uses it to give a more accurate simulation, though still rather granular. Setting the graphs low (very transparent), allows colour to build up gradually however, enhancing the effect of a true airbrush and avoiding some of the grain.

Such a gradual build-up is best with a large palette so HAM-E helps here as well, though less noticeably so.

You really notice the vastly improved paint palette when you start using brush wrapping. *Photon Paint* has also always offered a pseudo texture mapping facility so that brushes could be mapped onto a series of built-in 3D shapes and illuminated with a user definable 'light source'. These facilities are basically unchanged but the mapping and shading is very much smoother, giving an almost 'ray-traced' effect.

The most exciting feature about *SpectraColor* is without a doubt its Animation, especially the dynamic transformations that can be produced by using the brush manipulation tools. These were described in more detail in the original *SpectraColor* review (Amiga Format Issue 20, 1991). In short, though, any object or part of the screen can be picked up and moved from place to place over a series of frames. The path for this movement can be determined manually by pasting down on successive screens, or automatically by placing the brush at first and last positions and drawing the 'motion' path between these points.



COLOURISING Edge 'Ramping' can be a bit of a problem when Colour Mode tools are used to process the image. In this case, some of the colours that are used to produce the pig spectrum created ramping and other edge artifacts (especially yellow, green and cyan).

Anti-aliasing might have improved these problems.



PAINTING WITH BLENDS The ability of Blends to simulate watercolour painting is greatly enhanced with the smoother gradients of HAM-E. HAM 'ramping' (fringing) can still be a problem if the main colours used in the

drawing are not placed into the Base Colours boxes at the start of painting. Thinking ahead like this is not always possible and in any case means that artists are more limited in their 'spontaneous' use of the program as a replacement for traditional painting methods. This is a limitation of all Amiga HAM systems rather than of this program however.



COMPOSITING As it allows 24-bit files to be loaded, *SpectraColor* HAM-E can produce very convincing photo-montage images. Here background, foreground and grass were mixed together quite effectively (the pig

was colourised separately to avoid fringing problems). Nevertheless, the lack of fine editing and anti-aliasing tools meant that a lot of time had to be spent cleaning up edges.



ANIMATION Until Amiga HyperFormat is sold on book-stands, magazines are not the best place to display animations. Nevertheless, this image attempts to give a flavour of *SpectraColor's* animation style. The

elephant is an animbrush produced by RGB for its forthcoming *Real Things-Safari* kit, converted (laboriously) to HAM-E. Using a path it was sent from right to left, over the background. The whole animation was then picked up again as an animbrush, and wrapped onto a ball, varying the size, first to last. The animated effect is of an elephant moving behind a zooming lens.

and load these as individual pictures, a real FUN job! As we mentioned in the original review... "it would be nice if a series of consecutively numbered individual IFF pictures could be loaded in one go." Some things never change.

While we are on the subject of file in/output, it must be said that this is the first major Amiga paint program since the early days, not able to save an IFF picture file. OK, it's true that HAM-E format pictures can be loaded into *Image Professional* and saved in either 18- or 24-bit IFF, but *SpectraColor* should offer 24-bit save itself.

In fact it would be nice if all internal operations were carried out in 24-bit, but displayed as HAM-E so that full 24-bit editing could take place. This would be very slow but surely not impossible, and certainly very useful now that so many 24-bit and 18-bit display systems are arriving on the scene.

The most obvious and really the only competition to the standard HAM version of *SpectraColor* is *Deluxe Paint IV* and overall it's probably *SpectraColor* that loses out. *DPaint IV* has a bit more of a polished feel to it, the animation system is much better integrated into the program and easier to use, the detailed editing tools and anti-aliasing are far superior, and even the gradient fill is now almost as good. Adding HAM-E support redresses the balance though, for *SpectraColor* can load and display 24-bit files almost perfectly, and produce some amazing, smoothly shaded, texture mapped objects - and this is impossible in *DPaint IV*. It can also apply complex distortions and twists, plus variable levels of transparency and blending that can be modified during animation to produce stunning transformations and fades.

It seems remarkable that two paint programs with such a huge and seemingly complete range of features in common should still come up with so many unique tricks so as to make it worthwhile to own the pair. The addition of HAM-E to *SpectraColor* has restored that situation. Once again you need them both!

If some transformation is set in motion before selecting the first point - re-size, twist, wrap, blend etc - two parameters can be applied, one after the first point is set and another after the second.

When the animation is set to render, the object will move along its path, performing the required transformation from initial to final state, with progressive 'inbetween' states on each frame. Just as the use of the large HAM-E palette improves single images, so it enhances animations. Colour, shape and lighting transitions take place smoothly, though again the smooth surface quality makes edge imperfections stand out, emphasising the need for anti-aliasing.

Once a sequence is animated it is possible to pick up an 'animated' brush, or animbrush as invented by Dan Silva for *Deluxe Paint III*. This can be used again in exactly the same way as a normal brush, allowing transformations of transformations to any degree!

Unfortunately, HAM-E *SpectraColor* will only recognise HAM-E brushes, anims and animbrushes. This is a real pain if you have loads of ordinary animbrushes that you want to use. The only way to bring in a standard anim or animbrush is to save it as a series of frames

HAM-E Spectracolor

SPEED ●●●●
Seems faster than *Photon Paint* - but animation rendering is almost at ray-trace speed.

DOCUMENTATION ●●●●●
Good clear manual at last - with full reference and tutorial sections.

ACCESSIBILITY ●●●●●
Familiar interface and icons plus excellent key equivalents (mostly *DPaint* standard keys).

FEATURES ●●●●●
Excellent - *Photon Paint* plus animation - needs anti-aliasing and more fine editing tools though!

VALUE ●●●●●
Very good for probably one of the best paint systems available on the Amiga.

20%



PHOENIX

RAM expansions made for the older A500 will not work with the new A500 Plus if they are populated to more than 512k. Phoenix have developed a range of RAM expansion units specifically for the new A500 Plus.

WHY DO YOU NEED PHOENIX RAM EXPANSIONS?

The A500 Plus can only be expanded to 2 Mb of chip RAM using the trap door expansion port.

◆
Chip Ram is required to unleash the full graphics capabilities of the Amiga 500 Plus

◆
The A500 Plus can only use specific RAM expansion modules that will do this such as Phoenix.

◆
Phoenix Ram expansion modules are built to the highest possible standards in the U.K.

◆
Each unit is individually inspected and tested before release.

◆
Phoenix 1 Mb RAM modules come in either 512K, 1Mb or unpopulated configurations.

◆
All Phoenix product is backed by a full 2 year replacement guarantee.



EXPAND

your **AMIGA A500 Plus**

with the

A500 Plus 1Mb RAM modules

The Phoenix 1mb RAM expansion is available either unpopulated, populated to 512K or fully populated to 1Mb. All boards use industry standard 256 by 4 DRAMs. The Phoenix Ram will fit simply into the trap door expansion port without any modification and **Will Not** invalidate your warranty.

Unpopulated
only £16.99

512K populated
only £39.99

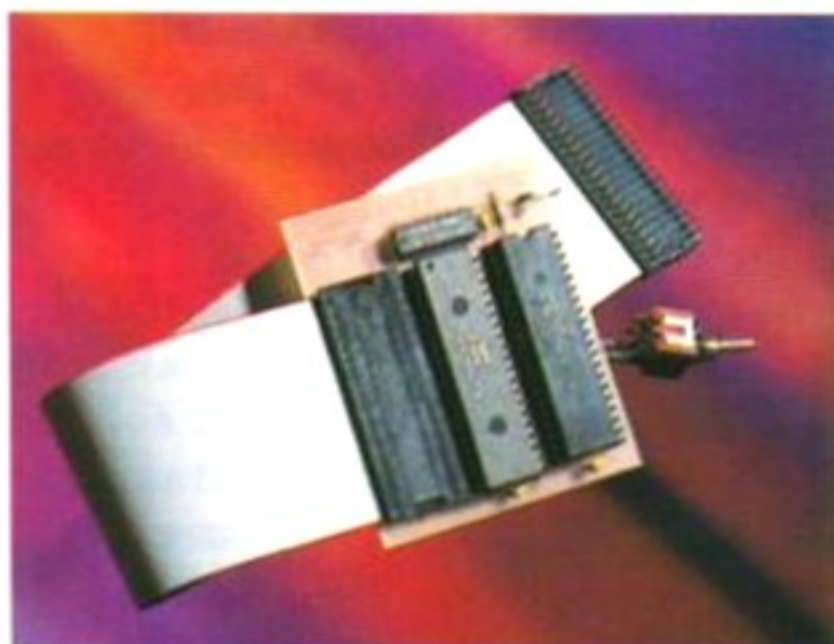
1Mb fully populated
only £49.99



Kickstart ROM1.3/2.04 sharer

Because some older Games and Business software will not run on the new Kickstart 2.04 ROM Phoenix have designed a sharer for both ROM chip sets.

Switchable between 1.3 and 2.04 you can get all the benefits of the latest A500 *Plus* without the drawback of losing some of your favourite software.



Kickstart ROM1.3/2.04 sharer
only £24.99

◆
Kickstart ROM 1.3 chip
only £29.99

Order Hotline

TEL. 0532 311932

FCC Distribution, Unit 8, Armley, Park Court, Stanningley Road,
Leeds LS12 2AE Tel(0532)311932 Fax 637689

Phoenix products are solely distributed in the UK by FCC Distribution Ltd.
TRADE ENQUIRIES WELCOME



BULK DISKS AT CRAZY PRICES

3.5 DSDD AT UNBEATABLE PRICES

50 for only £19.95 250 for only £75.00
100 for only £34.00 500 for only £145.00

All certified 100% error free supplied with labels

★ STAR OFFER ★
200 DSDD 3.5" DISKETTES PLUS 2 x 100 CAP BOXES
£69.95

Banx boxes 90 capacity£8.95
Universal printer stands.....£7.95
Re-ink the wonder product.....£12.95
Amiga/Atari dust cover£3.95
3.5" cleaning kit£2.95
Mouse mats£2.95

3.5" HD 60p*
5.25" DD 22p*
5.25" HD 35p*
* each

REMEMBER ALL PRICES INCLUDE VAT & P&P

100% PRODUCT SATISFACTION OR MONEY BACK

**Callers welcome by arrangement
DIAL A DISC**

**6 Walsingham Road,
St. Pauls Cray, Kent, BR5 3BW**

Tel & Fax: 081-309 5556



KINGSTON, SURREY

Major stockist for all Commodore products including Amiga and CDTV.

Over 2,000 sq. feet of computer software and hardware for Commodore, Atari and PC.

Our enthusiastic staff also insist that we stock a complete range of Sega, Nintendo and Lynx consoles.

BARKMAN COMPUTER SERVICES
First Floor, Cardinals Market Place,
Kingston, Surrey.
081-546 5941

TECHNOMANIA

Commodore Amiga Cartoon Classics Pack

3 Great Games
Lemmings (Psygnosis' Smash Hit)
The Simpsons versus the Space Mutants
Captain Planet and the Planeteers

Also Deluxe Paint III (Electronic Arts Superb Art Package) and Commodore's A501 512K Ram Expansion

£359.99

Commodore Amiga 1500

1 Megabyte of memory, two 3.5" disk drives and the following software:
Toki, ELF, Puzznic, Home Accounts and The Works (Integrated word processor, spreadsheet and database)

£659.99

With Philips CM8833 Mk2 Colour Monitor

£889.99

MONITORS

Commodore 1084S£259.99
Philips CM8833 Mk2 (inc. cable, free copy of F19 and one year on site maintenance)£244.99

PRINTERS. (all printers include cable)

Citizen 120D+£134.99
Citizen 124D.....£194.99
Citizen Swift 9.....£194.99
Citizen Swift 24.....£284.99
Optional Colour Kit for Swift printers£34.99

Seikosha SP1900AI (9 pin Dot Matrix).....£124.99

Canon BJ10E.....£264.99

Star LC20.....£154.99

Star LC200 colour£229.99

Star LC24-200 mono.....£259.99

Star LC24-200 colour.....£299.99

ACCESSORIES

Cumana CAX354 External Disk Drive£59.99

512K memory upgrade with clock£31.99

Squick Replacement Mouse£14.99

Naksha Mouse with Operation Stealth£26.99

Golden Image Optical Mouse£36.99

Commodore A590 20Mb Hard Drive£289.99

Dataflyer 500 fitted with 52Mb Hard Drive..£329.99

Please phone for pricing of 105Mb, 210Mb and 420Mb hard drives.

VXL030 25MHz Accelerator Board for Amiga

500, 1500 & 2000£259.99

VXL030 40MHz Accelerator Board for Amiga....POA
Maths-Processor (FPU) upgrades and up to 8Mb of 32 bit memory also available for VXL030.

KCS PC Emulator£224.99

Many other products available. Please phone for a price on your specific requirement.

All prices include
17.5% VAT and
Next Day Delivery
on hardware



**TECHNOMANIA,
13 WELLBURN STREET
DUNDEE, TAYSIDE DD2 2RR.**

PHONE: 0382 22323

FAX: 0382 400444



Please allow five working days for cheque clearance. Prices are subject to change without prior notice. Orders received by 3pm despatched same day.

The power of the Amiga makes it ideal for creating digital landscapes. **Marcus Dyson** dons his explorers gear and takes a look at the third fractal scenery package to come our way in as many months.

Genesis

Fractal scene generator ■ £49.99 ■ Micro Illusions

ANOTHER DAY ANOTHER fractal landscape generation program, that's the way it seems to be here in the *Amiga Format* offices. *Genesis*, the third day is quite aptly the third such program we have reviewed recently, and it continues the trend for additional features for lower prices. Straight away I have to say that *Genesis* is not as easy to use as *VistaPro* and *Scenery Animator*, it doesn't support 24-bit colour modes, nor does it directly utilise the DEM (US Geological Survey Digital Elevation Model) file format, but this does not mean it is without it's own individual virtues. I say that it doesn't directly support DEM because there is a program on the disk called *DEM2Gen* which converts DEM information into a form useable by *Genesis*, just the first example of the programs seeming delight in going about things in the most circumvented manner imaginable.

This program takes a far deeper look into the world of fractal landscapes and how they are generated, it offers an insight into how real landscapes can be imitated, and examines the interaction between springs, rivers, lakes and

The recent trend in fractal landscape programs has been towards 24-bit images, but *Genesis* produces its pictures using the Amiga's standard 32 colour palette. Not as impressive as a 17-million colour image maybe, but then you don't need over a grand's worth of hardware to get the best out of it.

GENESIS is available from The Software Business 0480 496497 Requires 1 Meg minimum - hard drive advisable.

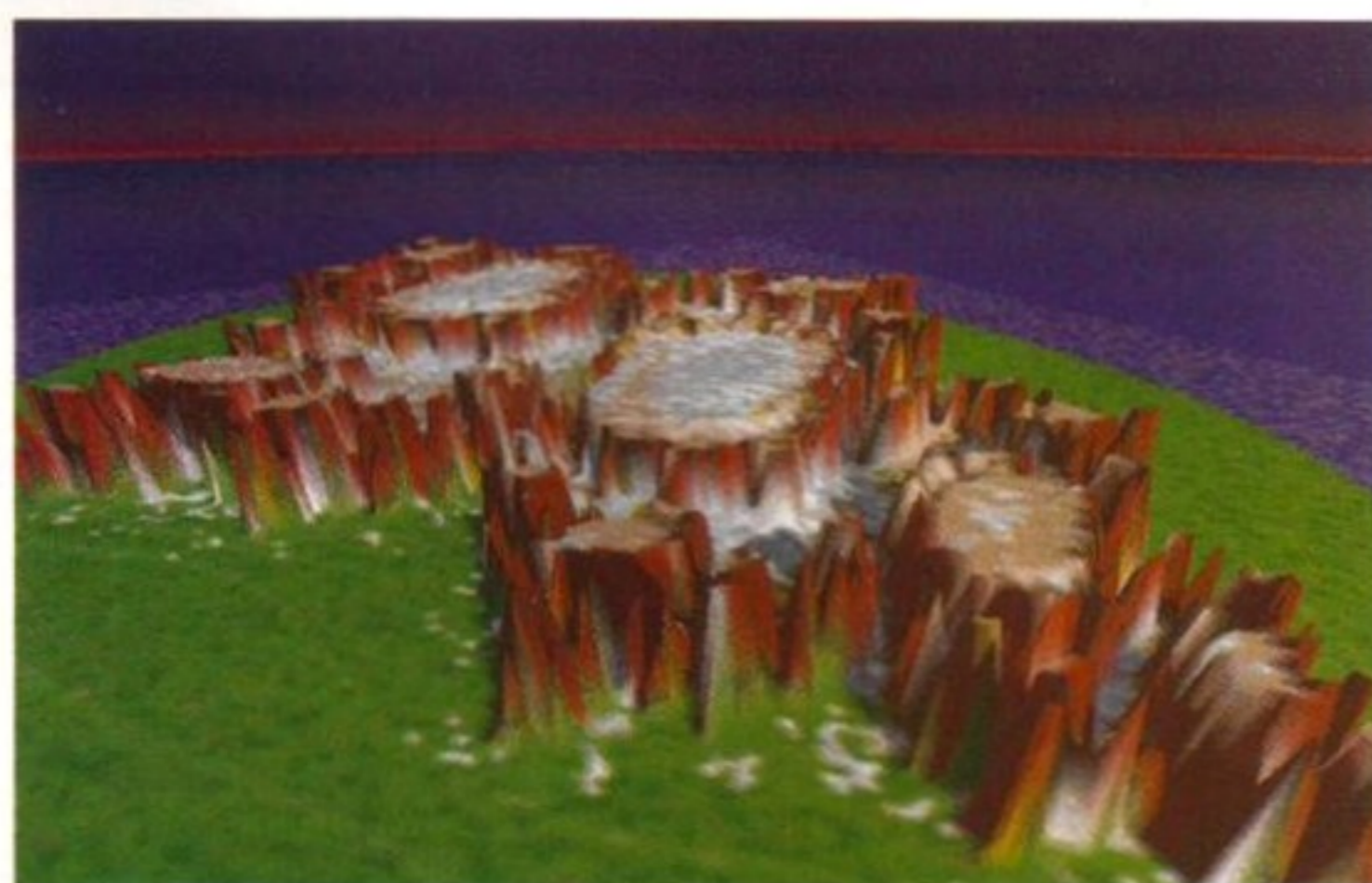


dry land. *Genesis* can also provide more realistic landscapes than the other stick-in-a-number and-see-what-happens type of scene generation programs.

To get the most out of this program you have to be prepared to get to grips with its own kind of macro maker, the picture script file. Writing picture scripts using a text editor

or *Genesis*' own Make Pic Script command, and executing them through the *Genesis* program allows you to perform some functions that are not available via the menus, (though why not I can't imagine) contour dithering (the breaking up of edges of areas like grass and forest, or rock and snow) for instance is only accessible through picture scripts. The

AND THEN THERE WERE THREE...



VISTAPRO

£79.99 ■ Virtual Reality Labs ■ HB Marketing 0753 686000
Relatively easy to use with excellent manual, features animation and supports DEM and 24-bit. It offers the opportunity to see things like the Julia set rendered as a landscape (see picture above). Produces excellent results but slightly pricey given the cost of...



SCENERY ANIMATOR

£59.95 ■ Natural Graphics ■ Post Haste 0227 764 204
The same features as *VistaPro* (more or less) at a lower price. Completely menu and requester-driven system is incredibly simple to use, particularly for animation. If producing 24 bit output is your main concern, this is narrowly ahead in a close-run race.



A fully smoothed *Genesis* image at the highest recursion level can take well over an hour to generate.



MAKING MOUNTAINS... YOUR OWN SPECIAL WAY



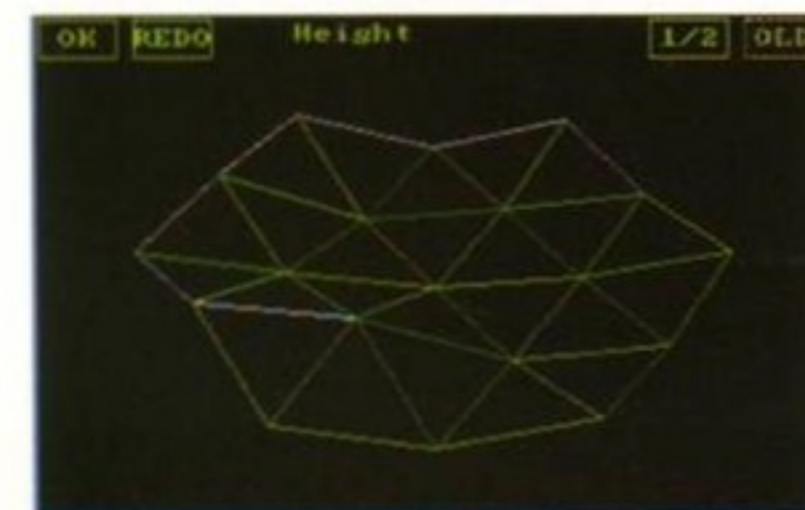
Once you have loaded *Genesis* you need to either create a landscape or load data from disk to enable you to render one. This quickly becomes apparent since all the other menu options are ghosted at this stage. So lets create a new landscape.



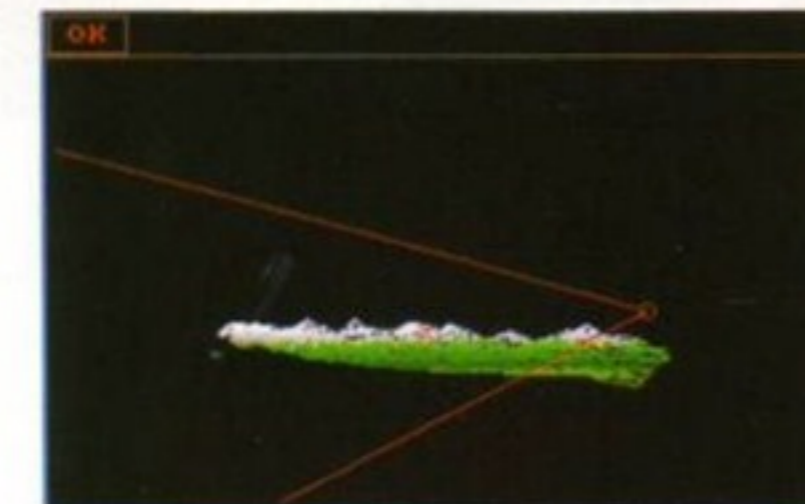
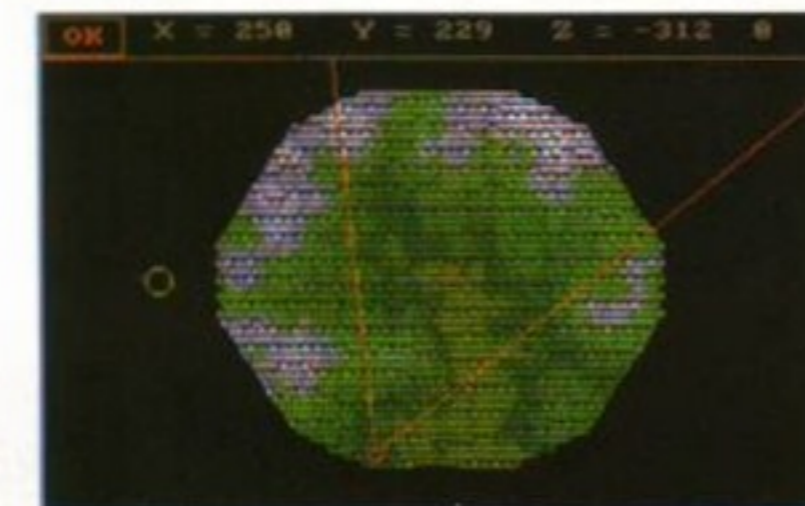
The first thing the program requests is a seed for the fractal algorithms to use to create the random numbers which will shape your landscape, defining the height of mountains, meandering of rivers, frequency of lakes etc.



Next you enter a number which will determine how likely any given point on the landscape will be to be the source of a river. Each time you increase the recursion level (the level of detail in your picture) you will be asked to refine this setting



Genesis now creates a wireframe of recursion level one. At this point you can edit the landscape by click-dragging the points on the wireframe into a position that is more acceptable to you and by placing new springs on the wireframe. It's quite difficult at this level to see what the final picture will be like but when you are happy, click on OK.



Now you should set your position, elevation and direction of view, the angle of vision is set by changing the focal length of your imaginary camera. When you have done this you can keep increasing the level of recursion until you are ready to render your image. But if you go all the way to level 5 be prepared for a wait.

(which have to be added to ground scenes in *Photon Paint*) and the planets are scenes wrapped onto spheres using *Photon Paint's* ability to do so.

It seems that *Genesis* was written for people who like to do everything the long way round. You certainly need time to spare if you wish to render things at high recursion (detail) levels on a standard Amiga, since it can easily take over an hour to render a 5-bit image with smooth Gouraud shading, this does not compare well with the competition, which manages to create HAM images in less time or 24-bit ones in Marginally more.

So what are the virtues I mentioned at the opening of this piece? Well a lot more of the parameters which define the final landscape are placed under direct control of the user. For instance the number of springs, which give source to rivers and lakes is user definable, as is the degree of slope that will turn a river into a waterfall. The degree of meander of a river can be defined as can its depth. Each point in the landscape can be edited to give precise control over the shape of the final image.

Another (unique as far as I am aware) feature that *Genesis* boasts is the ability to save landscapes out as object files for 3D modelling programs such as *Turbo Silver 3.0*, *Sculpt-Animate 4D*, and *Videoscape 2.0*. It is this ability that will define its niche, because as a simple creator of landscapes for general use *Genesis* is really no better than its competitors, while being a great deal less easy to use.

If you are simply wishing to produce realistic looking landscape backgrounds for pictures, or animations this program is no better than *Scenery Animator*, and a good deal slower and more difficult to use. If you wish to study the large areas of the planet (most of them are admittedly on the North American continent, but European ones are on the way) they are available as DEM files, having to convert them using the DEM2Gen program is a bit of a pain. But if you want to learn about the process of fractal landscape creation, and study the generation of said landscapes rather than the finished landscapes themselves, then this could be the program you are looking for.

need for picture scripts is created by the program lacking any true animation capabilities, but it is possible to write a picture script to create and save out a number of frames for using as an animation, but these have to be compiled into an actual anim by an animation creator like PageflipperFX, and no such program is provided, nor is an anim player, although these are easily obtainable from the Public Domain.

The program supports ARexx macros, so it would be possible to batch create and compile animations using ARexx and the required programs running under the Amiga's multitasking environment if you had a powerful enough machine, but it seems a little complicated for something that *Scenery Animator* does automatically as an integral part of the program.

Genesis images are 32 colour, and while *Scenery Animator* and *Vista Pro* may be going over the top a little with their 24-bit support, they are both capable of producing HAM pictures that are vastly superior to *Genesis* standard Amiga palette offerings. Why have the creators of *Genesis* made a package that produces 32 colour pictures then included a 32 to HAM feature because they consider it important to be able to load their pictures into *Photon Paint 2*? And why is it so important to load their images into a HAM paint package anyway? Because early on in the manual much is made of *Genesis's* abilities to produce fractal clouds and planets. But the clouds are just white landscapes with lots of water in them

Genesis	
SPEED	●●
Not very fast at all, either get an accelerator or have a book on-hand when using this program.	
DOCUMENTATION	●●
A very extensive manual for an extensive program. Both are over complicated.	
ACCESSIBILITY	●●
Not as easy-to-use as the competition, in fact not particularly easy to use at all.	
FEATURES	●●
No HAM, no animation no direct support for DEM format files.	
VALUE	●●●
It's a bit cheaper than the <i>Scenery Animator</i> but a lot worse.	

AMIGA
Verdict
FORMAT

65%



Our Little Angel

With RocGen Plus

Show the True Colors of Your Little Angel



Using spectacular Amiga Graphics with the RocGen Plus, you can combine your favorite videos with text and studio effects of overlay, fade/dissolve and keyhole options. So forget those boring Christmas cards and show your love ones how much you really care with RocGen Plus.



9/F WIN WIN Industrial Building, 18 Lee Chung St., Chai Wan, HONG KONG. TEL: (852) 897-3869 FAX: (852) 558-8099 Trade Inquiries SDL 081 300 3399 ZYE 0293 538 666.

Word publishers that let you import graphics to brighten up your text are very Nineties. **Asam Ahmad** churns in his copy using the latest, more powerful incarnation of ProWrite.

A WORD PUBLISHER is an advanced word processor which has the ability to control the layout and final appearance of your document. Although they are not quite as powerful as a dedicated desktop publishing program, for example *ProPage* or *PageStream*, their output, especially something like *ProWrite*, can be quite superb. New Horizons have managed to take into account all the moans, groans and gripes that users had with version 3.1 to release this new slicker and far more friendlier program.

This version sees an improvement in the graphics handling. The on-screen representation of graphics is much better, with images now stored with all their information internally despite only seeing a version of the image displayed in the number of colours of the current screen mode.

This means that although the screen may look awful, depending on your palette, the final printed result will be in excellent 4,096 colour quality. As a method of conserving memory though, screen graphics are not cached (stored in RAM) any more, so this means that screen refreshes can be tediously slow when moving around, especially in hi-res modes with interlace.

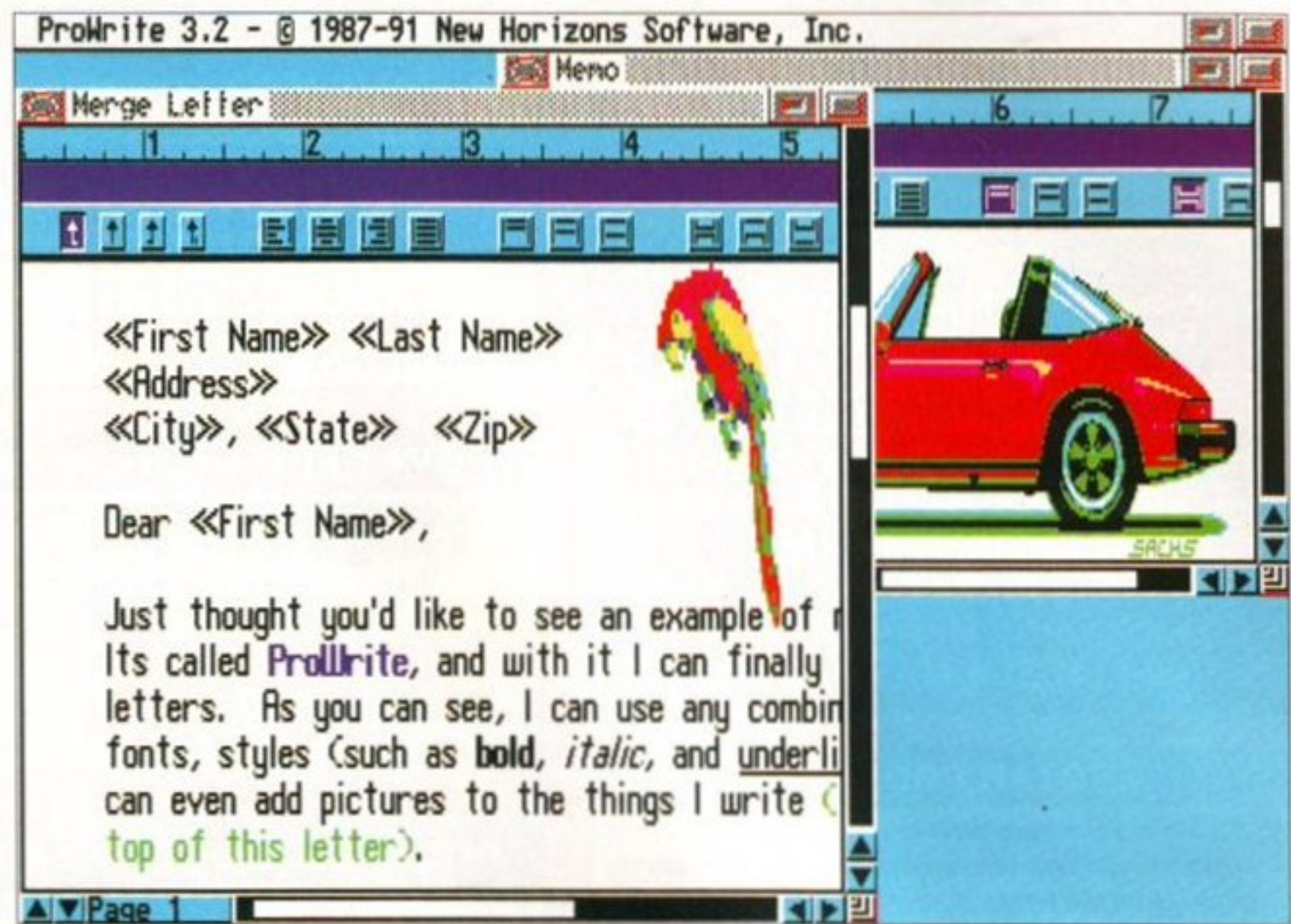
As well as improving the graphic printing, text printing has also been revamped to provide smoother, 'jaggie-free' output. This is done by actually using a font twice the size of that used in the document, and scaling this down for printing, to give a better resolution. You then get a far better, and sharper, printout than before.

For those of you who are using Workbench 2.0, there is no problem with this system, because fonts can be created 'on-the-fly' to produce double-size fonts, but those who are using Workbench 1.2 or Workbench 1.3, will have to make sure that the extra fonts required are in the appropriate font directory.

This time New Horizons have decided to add the PostScript output facility to *ProWrite* within the program, means an external module isn't now required. The system it uses is similar to *ProPage's*, which uses font metric files to allow the use of the PostScript printer's internal fonts. This means that *ProWrite* can actually load *ProPage's* font and metric files, and even go as far as loading its text files as well, keeping all the style codes such as bold and italic intact.

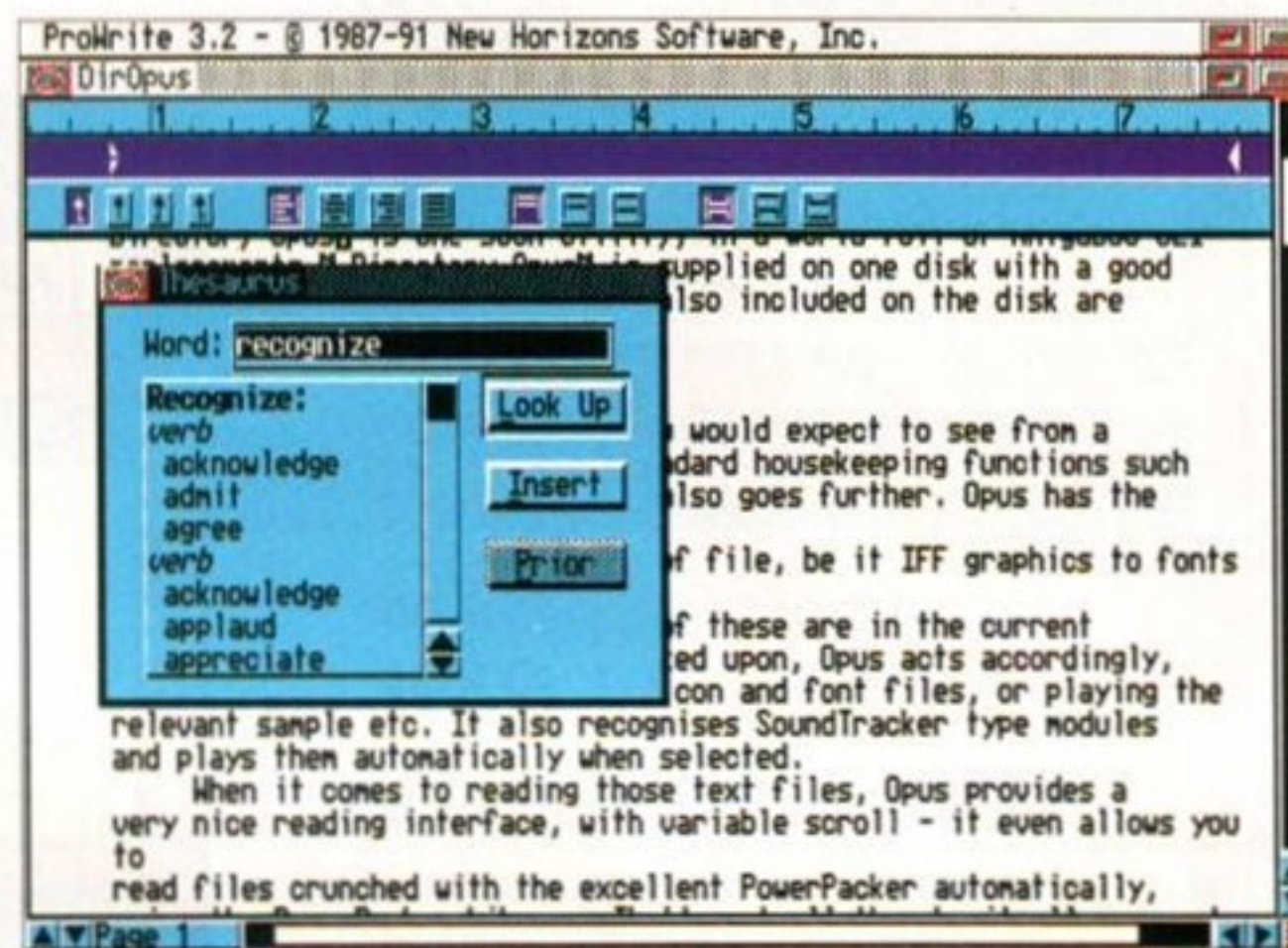
In general, the program has been rewritten to take advantage of the extra facilities that Workbench 2 offers, with a new look 3D-style interface giving a Workbench 2 look and feel

ProWrite has much better screen representation of graphics and multiple-document and font capability as well as comprehensive mail-merge facilities.



ProWrite 3.2

Word Publisher ■ £143 ■ New Horizons



The thesaurus and spelling checker facilities do their best, although here, the dictionary has failed to realise that the word in question has the American spelling...

to version 1 owners as well. Something that is becoming popular is providing a friendlier, and more professional control system. Other new facilities include speech: yes it can now narrate text to you, or even say out loud the words you type, as you type them. This can be rather invaluable for the partially-sighted Amiga owners, although it can often be a little difficult to comprehend what the Amiga is actually saying due to the translator device's idiosyncrasies.

Another new addition is the auto-save feature, which can automatically back-up your work at programmed intervals so that if ever your friend and mine, the Guru, comes round to meditate, you only lose the most recent part of your opus – a life saver for those, who like me, always seem to meditate.

All the other features are there that you would expect from an update: multiple fonts, colours and styles, multiple document capability,

graphic manipulation, with resizing to fit those gaps, and definable runaround for text. The 100,000 word spelling checker and 300,000 word thesaurus are there and also an improved mail-merge facility. The macro facility has also been updated to allow more flexibility and control, with new functions added and a more comprehensive macro language, which allows for more support and general operation keyboard shortcuts as well.

Pro-Write 3.2 is indeed good, and with these new enhancements, it is far better prepared to compete with other heavyweight rivals such as *Excellence 2* or *Wordworth*. It's lost it's speed slightly since 3.1, but for a far better program, it is only a small concession. It's well worth checking out: the choice, as they say, is yours.

ProWrite 3.2

SPEED ●●●●
Excellent font-handling routines, but graphic handling is slow.

DOCUMENTATION ●●●●
A good manual, updated by a good pamphlet outlining the changes.

ACCESSIBILITY ●●●●
As easy and intuitive as it should be, with good use of keyboard shortcuts.

FEATURES ●●●●
Very comprehensive, with just about all you could need in the program.

VALUE ●●●●
It's not cheap, but with all the improvements, it's a lot better value than before.


84%

MJC COMPUTER SUPPLIES

Suppliers of Discount Software since 1984

Educational, Local Authority and government orders welcome. Overseas orders please call or write for quotations. All goods subject to availability, prices subject to change without notice. E & O E.

Prices include VAT and delivery by post. Courier delivery available on any item.

TO ORDER: Please call the telephone number listed below to place credit card orders (Access/Visa) or send cheques/POs made out to MJC Supplies to:

**MJC SUPPLIES (AF)
Unit 2 The Arches, Icknield Way,
Letchworth, Herts. SG6 1UJ.
Tel: (0462) 481166 (6 lines)**

PROTAR PRODUCTS

Protar are a well known German company who have now opened in the UK. They produce a range of quality products for the Amiga at very reasonable prices. All products are backed by an impressive 1 year REPLACEMENT warranty direct from the manufacturers. NOTE: Protar products due November.

PROTAR A500 HARD DRIVES

A range of drives from 20Mb to 200Mb all with an impressive list of features:

- Optional Ram expansion up to 8Mb
- Transfer rate greater than 1Mb/second
- Up to FIVE times faster than A590
- Drive disable switch
- External SCSI interface

PROTAR A500 HD 20Mb version £279.00

PROTAR A500 HD 30Mb version £349.00

PROTAR A500 HD 50Mb version £429.00

FREE Courier delivery on Protar Hard Drives

PROTAR VISTO MONITOR

Based on the Philips CM8833 the Visto comes with a variety of inputs and complete with leads.

MJC PRICE £239.95

FREE Courier delivery on Protar Monitors

PROTAR 1/2 Meg Memory Expansions

1/2 Meg internal (trapdoor) expansion, latest 4 chip design with battery backed clock.

MJC PRICE £25.95

SUPRA 500RX EXPANSIONS

New memory expansions for the A500 - plugs directly into the HD expansion port - NO INTERNAL CONNECTOR REQUIRED

SUPRA 500 RX EXPANSION 1Mb £119.95

SUPRA 500 RX EXPANSION 2Mb £189.95

SUPRA 500 RX EXPANSION 4Mb £259.95

SUPRA 500 RX EXPANSION 8Mb £379.95

NAKSHA UPGRADE MOUSE

280 DPI with FREE Mouse House + Mat now also includes free Op Stealth game

MJC PRICE £21.95

SQuik - Replacement Mouse

Same spec and design as Naksha mouse

MJC PRICE £14.95

CUMANA CAX 354 DISK DRIVE

Quality Brand name 3.5" second drive includes thru port, disable switch and No Hassle 1 year guarantee. INCLUDES FREE VIRUS-X UTILITY

MJC PRICE £54.95

A1500/2000 PERIPHERALS

SUPRAMEM - add on Ram cards with space for up to 8Meg of extra Ram.

SUPRAMEM with OK fitted	£84.95
SUPRAMEM with 2Mb fitted	£159.95
SUPRAMEM with 4Mb fitted	£225.00
SUPRAMEM with 6Mb fitted	£289.00
SUPRAMEM with 8Mb fitted	£349.95

SUPRA HARD DRIVES

Using the fast Wordsync 2000 controller and quality Quantum drive mechanisms.

(A1500/2000)

SUPRADRIVE 52Mb (11ms)	£349.95
SUPRADRIVE 105Mb (11ms)	£499.95

GVP SERIES II HARD DRIVES

Quality drives with the ability to add up to 8 Meg of extra Ram on board.

(A1500/2000)

52 Meg (11ms) version	£299.95
105 Meg (11ms) version	£499.95

SIMMS Modules - £69.95 per 2 Meg

QUANTUM DRIVE MECHANISMS

Quality bare SCSI quantum drives.

52Mb (11ms) version	£209.95
105Mb (11ms) version	£299.95

COURIER DELIVERY AVAILABLE FROM JUST £2.00 - ASK FOR DETAILS

SUPRAMODEM 2400

Fully Hayes compatible modem. Runs at 300, 1200 or 2400 baud rates. Own power supply. Comes complete with FREE PD Comms software

MJC PRICE £99.95

WORDPROCESSORS

Kind Words 2	£29.95
WordWorth V1.1	£79.95

NEW PROTEXT Version 5.5

New version of this best selling word processor Now includes new dictionary files and Thesaurus very fast for serious WP applications. (1Meg)

MJC PRICE £99.95

PROTEXT V4.3 - Half Price £49.95

PRODATA - NEW V1.2 AMIGA £64.95

AMIGA EDUCATIONAL

Fun School 2		Fun School 3	
Fun School 2 under 6.....	12.95	Fun School 3 under 5.....	15.95
Fun School 2 6 to 8.....	12.95	Fun School 3 5 to 7.....	15.95
Fun School 2 over 8.....	12.95	Fun School 3 over 7.....	15.95

FUN SCHOOL 4 - Please call for prices

LCL Software		Kosmos Software	
Primary Maths Course.....	19.95	Junior Quiz 6 to 11.....	14.95
Micro Maths GCSE.....	19.95	French Mistress.....	14.95
Micro English GCSE.....	19.95	German Master.....	14.95
Micro French GCSE.....	19.95	Maths Adventure.....	17.95

Learn to Read With Prof - by Prisma, is designed to teach a sight vocabulary of 63 words and is aimed at 4+ years. The pack includes 5 small reading books and a cassette.

MJC PRICE £19.95

DESKTOP PUBLISHING

Pagesetter 2 - (Free Clip Art)	44.95
Pagestream V2.1	139.95
Pro Page New V2.1	149.95

The above programs all require at least 1 Meg and 2 drives/Hard recommended.

VIDEO TITLING/PRESENTATION

Home Titler	34.95
Big Alternative Scroller	42.95
Broadcast Titler II	165.00
Broadcast Font Pack (10 Fonts)	89.95
Broadcast Font Enhancer Pack	89.95

ZVP VIDEO STUDIO

Great Video Production package - call for details (requires 1 Meg + 2 drives)

MJC PRICE £89.95

RENDALE 8802 GENLOCK

Great value Genlock offering both Foreground and Background modes.

MJC PRICE £159.95

8802 MODE SWITCH BOX - £29.95

GRAPHICS

Pixmate	34.95
Digi Paint 3	44.95
3D Construction Kit	37.95
Digiview 4 Gold	94.95
Deluxe Paint 3	39.95

DELUXE PAINT 4

Now available

MJC PRICE £59.95

DELUXE PAINT 3 VIDEO TUTORIAL

Nearly 3 hours of 'how to' with DPaint 3

MJC PRICE £17.95

AMOS - The Creator

AMOS V1.2 - The Language	£33.95
AMOS COMPILER - now available	£21.95
AMOS 3D - now available	£24.95

SOUND/MUSIC

New Stereo Master	£29.95
Techno Sound Turbo (Stereo)	£29.95
Harmoni - Sequencer	£29.95

THE MIDI CONNECTOR

Featuring Midi In, 2 x Midi Out, Midi Thru and Serial port Thru + 2 cables.

MJC PRICE JUST £14.95

MISCELLANEOUS

INFOFILE	29.95
MAXIPLAN PLUS	34.95
PERSONAL FINANCE MANAGER	22.95

NEW - GB ROUTE PLUS

The latest version of this popular route planner (1Mb required)

MJC PRICE £59.95

VIDI AMIGA

VIDI COLOUR SOLUTION

Vidi Colour package - including Vidi Digitiser, Vidichrome and Photon Paint

MJC PRICE £89.95

RGB SPLITTER - for use with Vidichrome or Digiview. (includes PSU)

MJC PRICE £59.95

COMPLETE COLOUR SOLUTION

Package includes Vidi Amiga, Vidichrome and the RGB Splitter for a complete colour digitising outfit. NOTE: For best colour pictures you require a video camera or perfect still frame VCR

MJC PRICE £134.95

VISA

Remember - prices include VAT & delivery!





Trying to work out your personal finances is the chore everyone dreads at the end of the month. **Pat Winstanley** checks how much change she has left with Digita's revamped home finance manager.

ONE OF THE prerequisites for a home-accounts package is for it to be user-friendly, if a program is too complex then you may well resort back to your less efficient calculator-notepad-and-cheque-book method. What's so good about Digita's new product is there's a flexibility that will make it just as easy for a student to balance their grant, as it will be for the nuclear family to balance how much to spend on their 2.4 children, or a for a Yuppie to work out whether he has enough to make it to San Moritz this year.

In the past, Digita were criticised for lack of documentation and their screen displays were somewhat boring. All that *has* changed with their revamped range, especially with the development of their Human Interface Protocol which pretends to run Workbench 2 on a 1.3 machine.

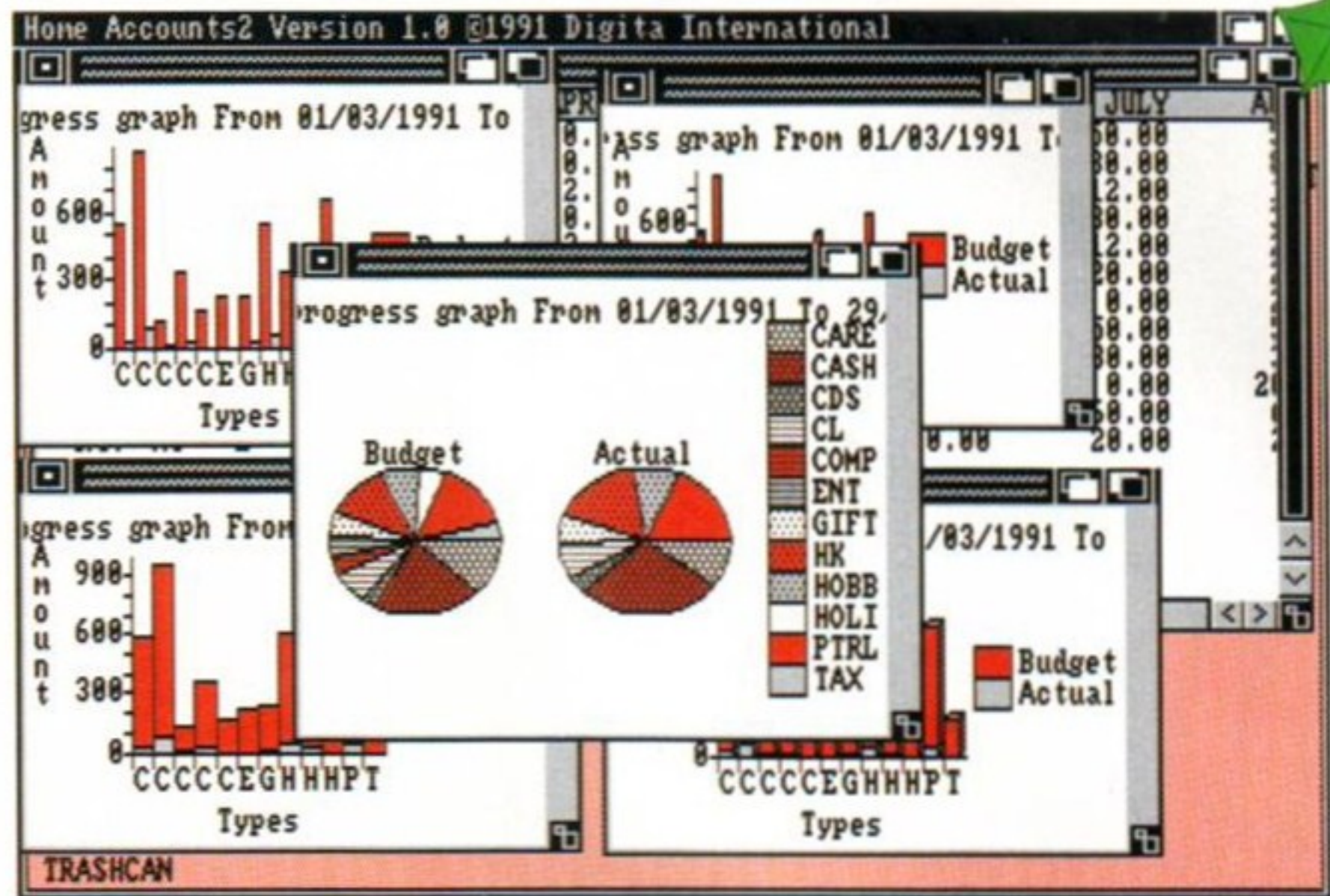
Various little touches are included which enhance both the look and usability of the screen. For instance, requester boxes pop-up close to wherever the mouse pointer happens to be, saving time and energy. A variety of colour schemes are available, and multiple windows may be opened, which are useful for comparing entries in different accounts, and the window positions and sizes are remembered for next time. Icons can be assigned to major files, such as bank accounts and different designs are available for different function types. This all adds up to a very friendly working environment.

Home Accounts 2 sports some similar features to its older sister, but the user interface has changed beyond recognition, and flexibility has been increased. For instance the number and type of transactions is now limited only by memory and cut/paste facilities have been added. Other facilities include definable defaults, standing-order settings for any period, automatic account balancing and auto-cheque numbering to name just a few. Virtually everything the home user is likely to need is included.

One of the major requirements of accounting packages is the ability to set budgets and check deviations from the same. HA2 supports a variety of graphing facilities for both budgets and general-account balances. Pie, line, scatter, 2D and 3D bar in both stacking and overlaid formats offer options to suit any purpose. Each graph is given its own window and several different graph windows can be available on screen at once. This is handy when part of the data is confusing in one format or another. The graph windows may be resized at will, with scaling taking place automatically. Graphs can also be saved out in IFF format.

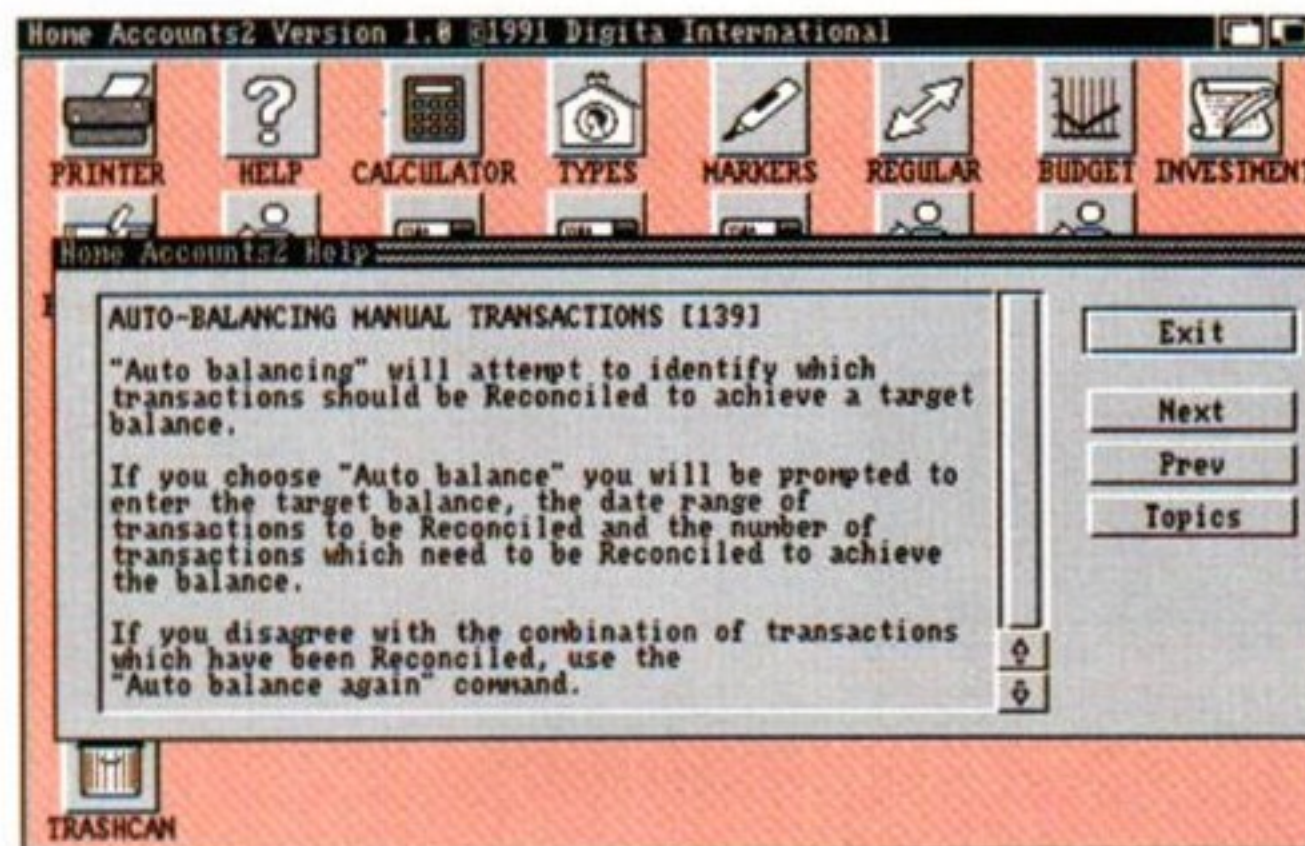
Printing reports from the data is just as flexible with the availability of headers and

Your account data can be displayed in a variety of ways, all on screen at once or each of them can be resized to fill the whole screen for studying in detail.



Home Accounts 2

Personal Finance ■ Digita ■ £54.99



This is one of the help screens and it's an attempt to reconcile your balance with the one on your bank statement and tell you which cheque hasn't yet been cleared. It might take a couple of goes to get it right.

HOME ACCOUNTS 2 is available from **Digita International** 0395 270273 **Minimum A500** 1Mb + Workbench 1.2 or greater.

footers and style-and-pitch configuration. Budgets, income and expenditure types, net worth and VAT are among the print options. Reports may be printed to screen, printer or disk at your will.

In addition to basic home-accounting functions the package offers a variety of extra features designed to make life easier. For instance the timed autosave and back-up makes sure you won't lose too much work in a disaster. And if you already use the older version you can import data from that package, no need to type it in all over again.

Another handy feature is the interest and loan-repayment calculator. This quick utility calculates just how much that instant credit arrangement in the High Street is going to cost you in the long run (ouch). A pop-up calculator is available too, which offers the four basic arithmetic functions, but for some reason doesn't have a percentage button – rather a large omission. User-definable keys and keyboard shortcuts are handy though.

Minimum and maximum balance warnings help to monitor your accounts, pointing out

when it is time to transfer cash around to optimise interest. And if your funds really can't cope with the demands that are put upon them, both actual and projected budgets may be viewed side-by-side so you can see exactly where your careful planning fell over. On-line help is available, and if you find everything getting a bit too much simply play the sliding puzzle game or go for a walk and let the built-in screen saver look after your monitor.

Digita have made great efforts to listen to their customer comments and the result is a package which will suit any household, especially those running a small or part-time business. The program is easy to learn and easy to use with a manual full of screen shots and explanations. The built-in flexibility makes it suitable for a variety of purposes and the simple user interface makes it accessible even for beginners.

Home Accounts 2

SPEED ●●●
Slows down somewhat when several windows are open together.

DOCUMENTATION ●●●
Still a little patchy in places but a great improvement on earlier offerings.

ACCESSIBILITY ●●●●
The new Human interface Protocol works well. Beginners will have no trouble.

FEATURES ●●●●
Everything the home user needs has been included – and more.

VALUE ●●●●
Well worth the meagre price when set against packages costing £100 plus.


79%

AMIGA FORMAT



GBRoutePlus v2.01 ©1990,1991 Complex Computers



What's the big deal about a program that lets you plan car journeys? Well, it can save you time, money and from getting lost. And as **Damien Noonan** discovers, on the Amiga it's not only easier but also rather fun...

GB ROUTE PLUS is available from **Complex Computers**, 0706 224531

The idea's simple and the program's easy to use: **GB Route** calculates three routes between any two places you name in mainland Britain.

wait at any place you're travelling via, so your overall journey time accounts for your stops. New features in the *Plus* version include extra routes, places and B roads as well as A-Rexx support and a number of other tweaks have been added to the system.

GB Route Plus is quick at finding you a route. It's also easy to use and generally very accurate and reliable in the routes it offers. But it does have a few problems.

Included are around 3,700 places and 6,700 roads which makes over 25 million possible routes. But a lot of smaller villages and roads that you use frequently are not in the program. This need not be a problem, because you can buy a separate program called *GB Route Plus Edit*. This lets you add new places and routes as well as delete or alter existing ones. Normally it costs £39.95, but it's available for a limited period at only £9.99.

The other niggle is 'hidden costs'. One example of this was when we planned a route from Bath to Cheshire: the fastest route was M4/M5, but the cheapest by about 80p involved crossing the Severn Bridge. Unfortunately, this failed to take into account that the bridge toll is £1. This error is repeated for any routes involving tolls.

That apart, *GB Route Plus* does its job very well. It's very fast and very easy to use and it's also fun to play with, even if you're not actually going anywhere. It's a lot easier to find your way around with a printout of your route and your turnings taped to the dashboard. The only problem is that it's also pretty expensive, especially when you consider the *Edit* program too. The original *GB Route* was only £39.95 and I'm not convinced there's that much more to the *Plus* version to justify a price four or five times that of a really good road atlas.

GB Route Plus

Intelligent route planner ■ £79.95 ■ Complex Computers

WHEN THE FIRST VERSION of *GB Route* appeared early last year, it filled a surprisingly large hole in the market. There's long been a route-planning program on the PC called *Autoroute*, which is so popular that Amiga owners were clamouring for something similar. *GB Route* gave them it.

The limitation with the program is that, as the name implies, it only covers the UK. *Autoroute*, by contrast, is a general system on to which you can plug data disks to cover most of Europe. But within the UK, *GB Route* does everything a route planner should. Let's take a look at how it works.

The basic idea is that you input your starting point and your destination and the program works out a route for you, which it displays on the screen in the form of a road map of the country. You can browse through the map, zooming in for greater detail, and you can also display and print out a list of instructions for following the planned route. These instructions take the form simply of what road to follow and where to turn off it onto your next road. It's eminently clear and simple.

The other important aspect is *GB Route* actually offers you three different routes: the fastest, the shortest and the cheapest. To make proper use of this, you have to enter certain facts and figures into a set-up table: the price of fuel, the average speed you tend to achieve on certain types of roads and the average miles per gallon you do on those kinds of road. So when it's set up, the program will give accurate information about how long a journey will take and how much it will cost you in fuel.

Other options when you first enter your route allow you to avoid a number of places or a particular road, or set up a circuitous route via certain places you want to visit along the way. You can also specify how long you want to



Type in your start point and destination here: the program will offer you a range of place names if you just put in a couple of letters. Notice you can also go via or avoid other places.



The only real problem with the program is that toll bridges, like the Severn bridge here, are not taken into account when working out the price of the cheapest journey.



Because *GB Route Plus* works out the cheapest and fastest routes as well as the shortest, you need to be able to enter up-to-date petrol prices as well as how fast you drive and how much petrol your car consumes on certain types of road. You can also bias it to pick types of road that you prefer.

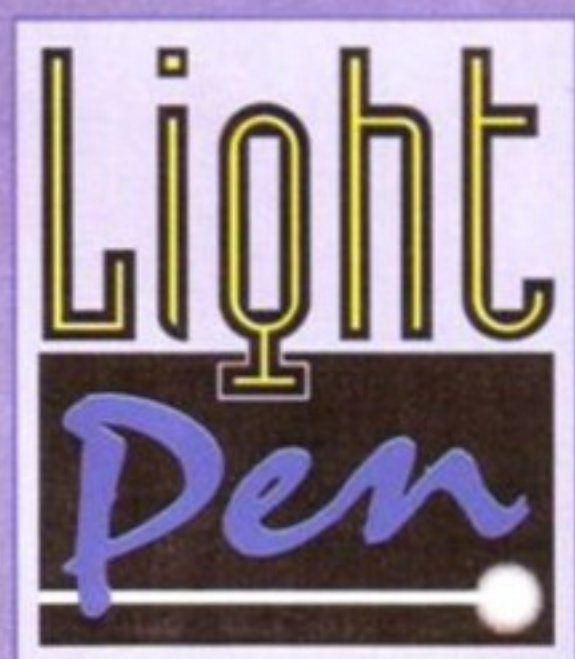
GB Route Plus

- SPEED** ●●●● Routes appear very quickly: scrolling round the map is a little slow.
- DOCUMENTATION** ●●●● A very simple program needs very little explaining in a slim manual.
- ACCESSIBILITY** ●●●● Very simple to use indeed. All the options are all self-explanatory.
- FEATURES** ●●● For the price, the lack of some routes and toll payments is a fault.
- VALUE** ●● Let down badly by cost: twice the price of the original version.





What Could Be More Natural?



Unit 7 • Dafen Park
Llanelli • Dyfed
SA14 8LX

The Trojan Lightpen for the Commodore Amiga range of computers can be used as a direct replacement for the mouse in most applications.

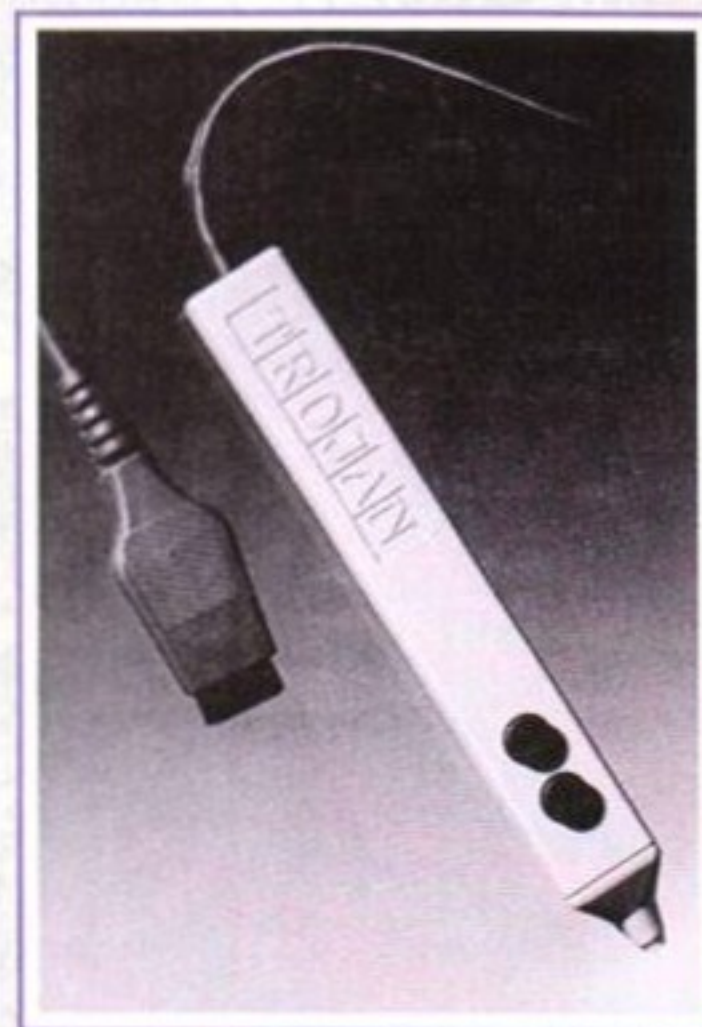
The pen provides an instinctive and very direct method of control for users of all ages, takes up no desk space and is completely maintenance free.

Particularly useful in art or design situations the pen is compatible with most software packages that can be called from the Amiga Workbench, after running the short driver program supplied.

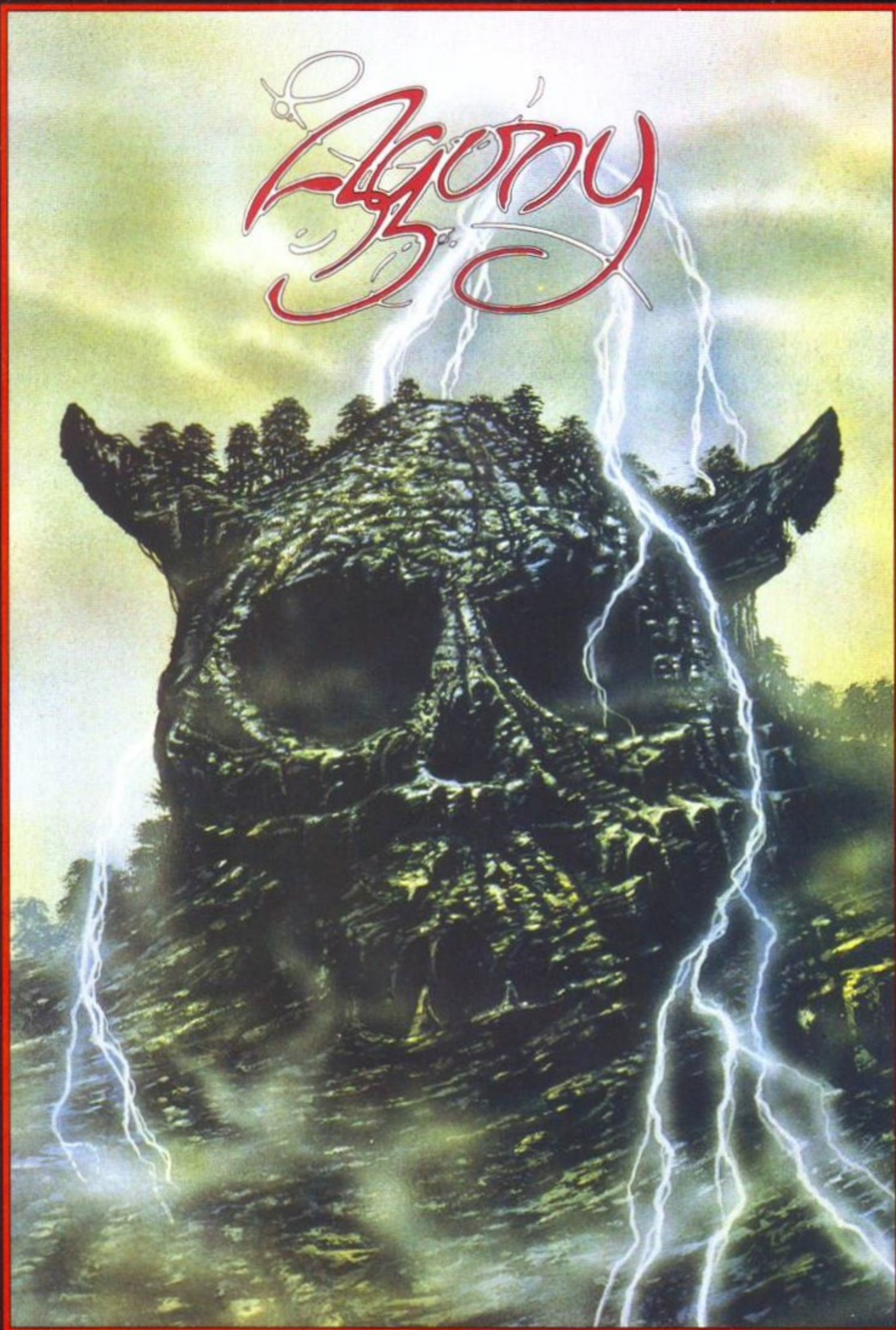
Even very young children find the pen simple to operate and it is therefore ideal for use with educational software.

The pen includes KwikDraw-Trojan's own drawing program, and is available from all good computer retailers at £39.99 rrp.

What could be more natural?



- Compatible with DPaint III, IV and other major art packages.
- Also available- Commodore C64 Lightpen plus Penmaster, a fully featured art package.



AGONY

Pit your magical powers against an equal but opposite mystical force. Use your sorcery and fighting skills to battle through six graphically – excellent levels, each infested with hordes of beautifully-animated conjured-up creatures.

Pick up potions and spells to help your valiant struggle to find the secret of Cosmic Strength.

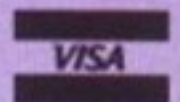
Experience four layers of incredibly-smooth parallax scrolling, animated backdrops, a massive play area, hundreds of on-screen colours, unbelievable gameplay and an exorbitant sound track all expertly mixed together and skilfully cast to bring you a spellbinding brew of computer gaming action.

Experience Agony with no pain!

SEEING IS BELIEVING

Screen Shots from the Amiga version.

PSYGNOSIS
FREEPOST
LIVERPOOL L3 3AB
UNITED KINGDOM
Tel: 051-709 5755





Hard drives are pretty expensive. If you want an all singing and dancing unit you have to pay the earth, so **Pat McDonald** examines the nearest thing to a DIY hard drive kit.

THE FIRST THING that strikes you about the Dataflyer hard drive is its size. It's huge! More than twice as big as the A590! The odd thing is that it's also very light. Your left thinking that perhaps it isn't complete.

In a sense that's right. As bought the Dataflyer is just a hard drive. It draws all its power from the A500, and doesn't have any sockets to put RAM chips onto it. The good news is that the reason there's so much empty space inside is that you can buy optional extras and beef it up a bit. It will take a DataRAM expansion card, which will take the memory of your computer up by 2-8Mb. You can also fit the drive with its own power supply, either inside the box or out.

No other hard drive that I know of has an internal power supply, and I can't understand why - it's so convenient to just have a lead with a plug. Possibly because the magnetic field of a PSU can damage hard drives - but the metal cases should eliminate this problem.

Finally, for those who need a lot of storage space, you can fit a SCSI connector on to the back, to plug-in extra hard drives too. All of these options add to the price, but not everybody has £500 to splash at one go on a GVP.

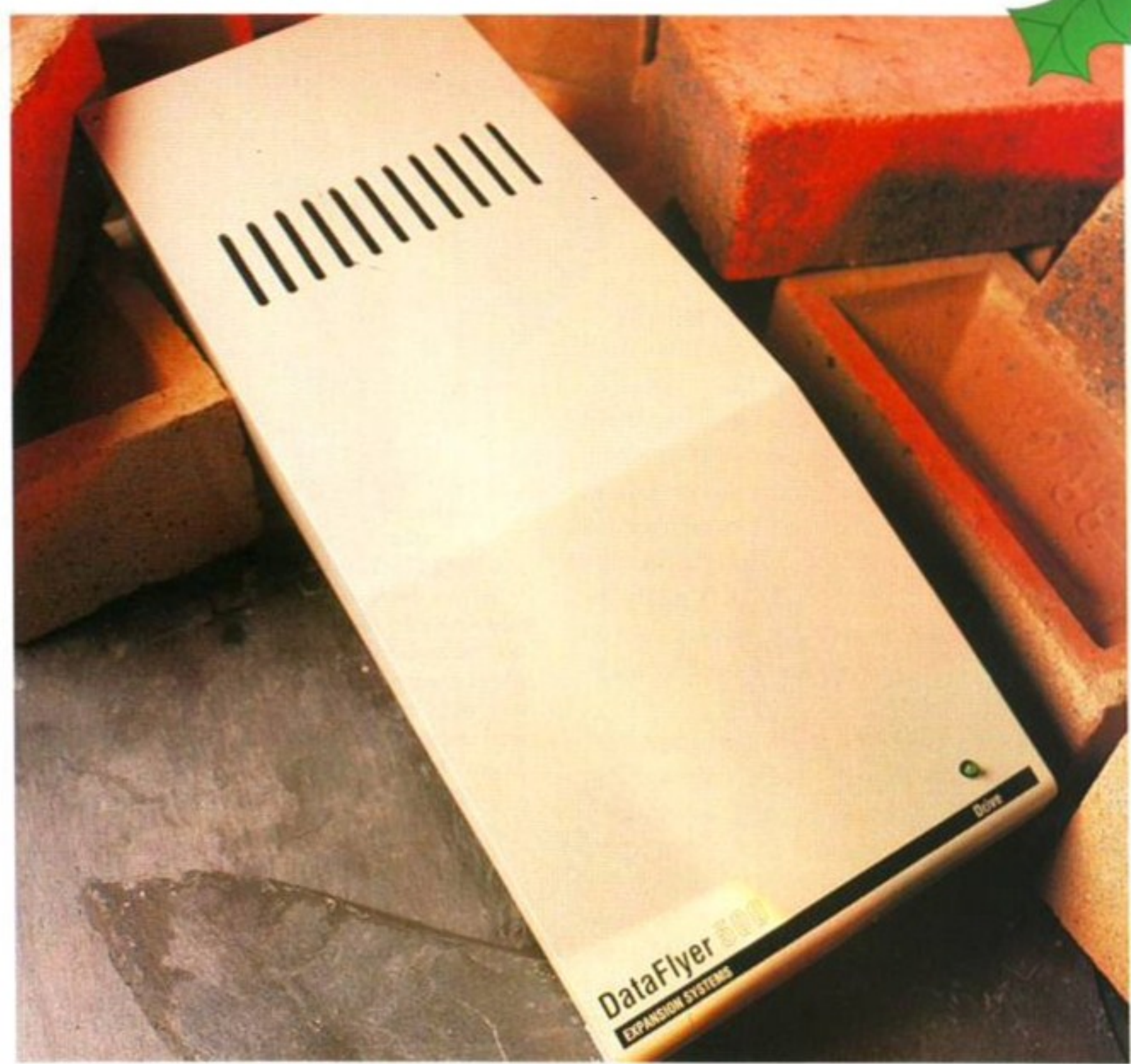
As set-up at the factory, the Dataflyer can be used straight out of the box. As all hard drive users will know, it's necessary to reformat a hard drive from time to time, because certain software (and viruses) can cause a hard drive to fail. All hard drives come with a separate floppy disk which contains the utilities needed, and this one is no exception. Reformatting this hard drive is unique, totally unlike any other I've seen. Rather than using a specialist program with a pretty graphical front end, the Dataflyer's set-up procedure is contained in a Shell script. Clicking on the Format-HD icon starts off a Shell window, and the computer asks you questions about how you want the drive set-up.

All well and good, but there are a couple of snags with this approach. The first is that, if you enter a strange value, the script doesn't error check and just comes up with an error code. The second problem is that people (in general) really don't like typing - a point and click system is more approachable.

There's one more thing I don't like, and that's the time it takes for the hard drive to work out it needs formatting, and boot the floppy instead. You're left waiting for over a minute while it mulls over whether to boot the floppy or not - no other hard drive is tedious. On the other hand, you don't have to reformat it often, so it's a small glitch.

In normal use the Dataflyer is really quite pleasant. It takes ten seconds or so to boot from the hard drive, which compares

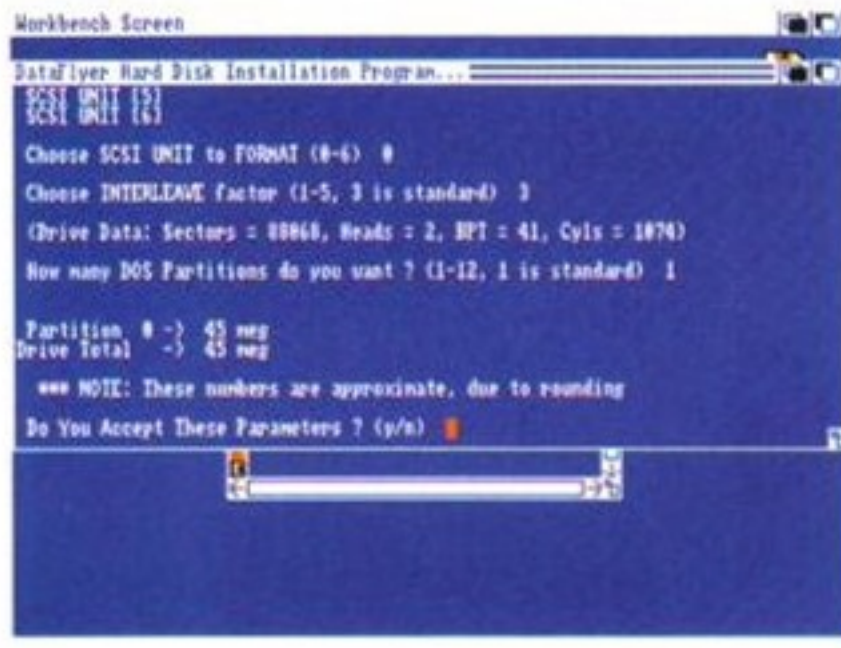
The Dataflyer is one of the largest expansions available for the A500, so don't buy one unless you've got plenty of space.



Dataflyer 500

A500 Hard drive ■ £349.99 ■ Trilogic

As you can see, when setting up the Dataflyer you have to type in answers to questions which are displayed in a Shell window. One mistake and you have to reboot and start again



favourably with competitors' models. The data flies on to and off the disk fairly fast for a hard drive, and makes using the device a pleasure rather than a pain.

I really must mention the documentation. This looks tatty, and is photocopied into a small book. When you actually read it though, you'll be pleased to discover it's mostly written in English rather than blinding you with pure jargon. Step-by-step instructions are given for getting it working, rather than vague, general ideas of how to do things.

It's also packed with lots of advice about the best way to use a hard drive - things like installing software on to it, backing it up, and connecting odd types of hard drive. I really cannot fault the content, because it covers many different subjects concisely in a small space. If only they were all like this!

THE DATAFLYER 500 £349.99 for basic model with an NEC 50MB hard disk unit. For further information contact Trilogic 0274 678062.

(A 2000 version is also available)

The drive has a few faults, notably in the set-up software and in the size. It's deeper than

the actual A500 itself, and is offset to compensate. This means it goes 150mm (six inches) further back than the computer, and I can see this causing problems.

On the other hand, the hard drive is pretty unique in terms of long term usage. If you get an A1500 or B2000, you can take the guts of the machine out and install them in your new computer (you will need a longer hard drive-Dataflyer card cable though). It starts off pretty naff, but then again you can build it up into quite a good unit.

Dataflyer 500

SPEED	●●●●
Compares quite favourably with all other types in general use.	
DOCUMENTATION	●●●●
It looks rather appalling but it is clear, informative and helpful.	
ACCESSIBILITY	●●
The setup script is pretty dire, but you don't need it very often.	
FEATURES	●●●●●
Starts dull, but you can expand it to a reasonably desirable system.	
VALUE	●●●
Not a particularly attractive buy, in view of the cost of the extras.	

65%



Looking for a seriously good hard drive? **Pat McDonald** peruses one of the best available.

GIVEN THE AMIGA'S huge popularity in Germany, it's surprising that very little from that country makes its way into the UK. Gasteiner Technologies are now importing products from a company called BSc - namely the Oktagon 500 A500 hard drive (reviewed Amiga Format 28) and this little number for the A1500/B2000. ALF stands for Amiga Loads Faster; a silly name as there's really little doubt that a hard drive does indeed let you load things faster. It would be foolish to laugh at the ALF3 though.

It purports to be the meanest, fastest hard drive controller around. ALF3 can use old fashioned ST412 (MFM or RLL - whatever that means) or the much better, later, more reliable (but more expensive) SCSI types.

On the board, there's a selection of custom chips to help shift the data from and to the hard drive as quickly as possible. The construction quality is very high, as you would expect given ALF3's origins.

What you don't get is any facility for connecting extra memory. Most hard drives do have this facility these days. It's not really a problem though, as A1500/B2000s still have three connectors free for a memory board even when fitted with an ALF3.

Fitting the board into the computer is no different to any other hard drive. Just unscrew the case of your computer, clip the card into a slot, connect the LED lead (so you can see when the hard drive is active) onto the board and put the whole thing back together.

Even if you've never done it before, you'll find it quite easy so long as you take your time. I suppose really timid people could take 20 minutes, but 10 is a realistic figure.

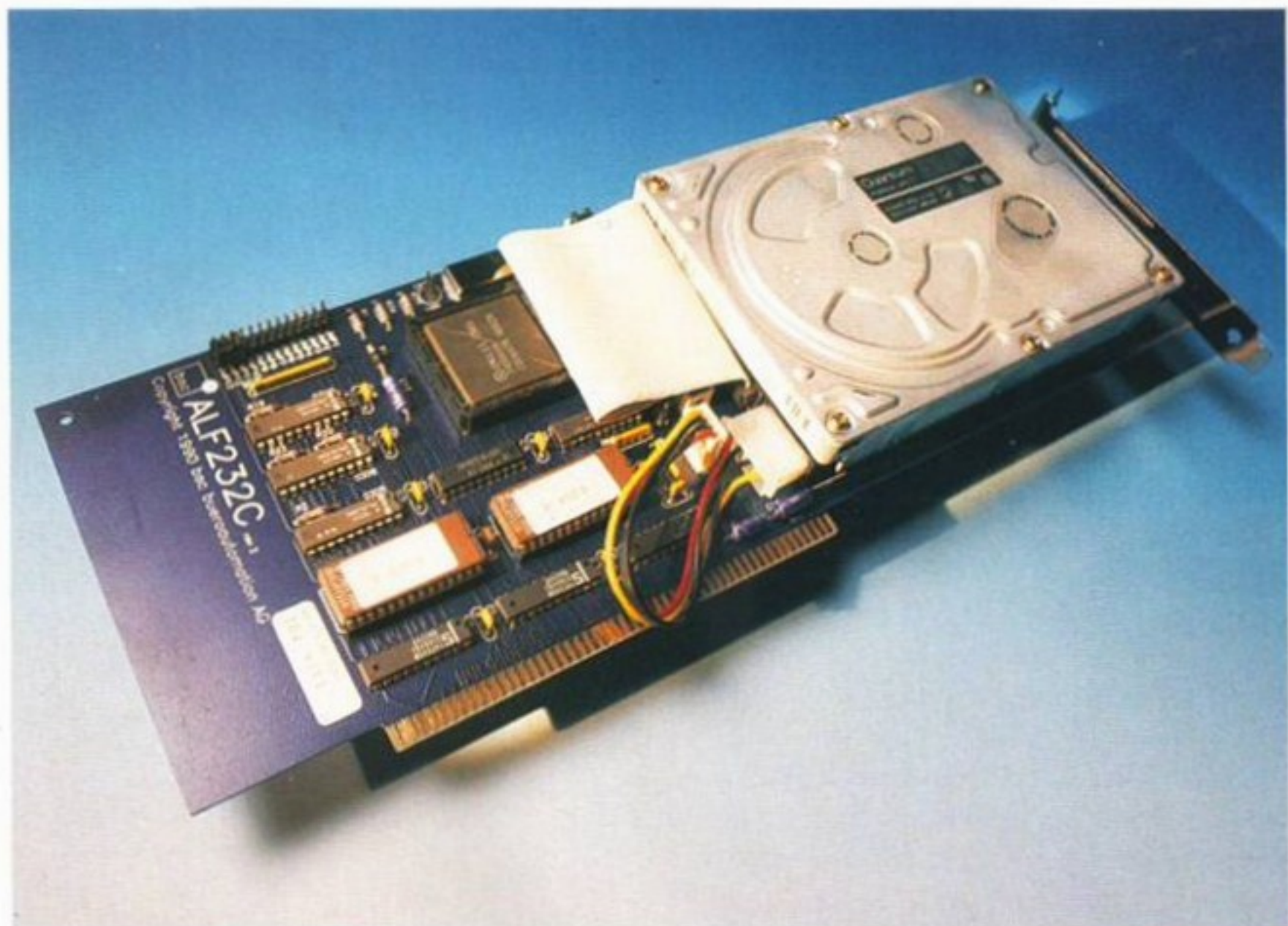
Setting it up and configuring the hard drive is not necessary, as this is done at the factory. However, when a virus strikes or you accidentally turn off your machine while a file is being saved, the hard drive will have to be set up again. This is when you encounter what makes ALF3 special.

The set-up software is brilliant. At every stage it reassures you, informs you, and warns you of any problems. For user friendliness and simplicity it's tops. You don't just get one floppy disk with one program on it - oh no, you get two disks with a whole host of utilities to configure the system to do whatever you want it to do.

Just getting the thing going from scratch is easy enough, but I cannot stress enough the depth of support. The software won't make the tea, but it will do just about anything else you could possibly want if you ask it nicely.

The fly in the ointment is the manual. It's paperbacked but ringbound, so you can rearrange it in a smart binder for easy reference. The trouble is that the translation leaves

The ALF3 looks little different from any other Zorro II (A1500/B2000) card. Notice the Quantum hard disk unit mounted on the end - the price given does not include this, although you will need one of some sort. Expect to pay another £200 or so for this.



ALF3 Hard Drive

B2000 Hard disk card ■ £299.99 ■ Gasteiner



Nearly all of the software crammed onto two floppy disks is as user friendly and powerful as the installation software pictured here. That's the way to do it!

ALF3 is available for £299.99 (without a hard disk unit fitted - that costs extra) from Gasteiner 081-365 1151

something to be desired. Like a retranslation. Honestly, the manual is virtual gibberish in places. I can understand why - ALF3 is a terribly sophisticated piece of kit, and it's hard enough simplifying such concepts in your native language, let alone a foreign one.

You gradually get to learn the ins and outs of the book (it's not very thin) but it really does take time to get to the nitty gritty of what you want. For instance, if you have a hard disk cartridge unit like a Syquest connected to the back of the ALF3 via the SCSI, a standard Amiga gets very confused when you whip one cartridge disk out and put another in.

ALF3 can bypass this quite easily (as can most others) but finding out how is a tall order without lots of coffee and a notepad. Even when you find the correct reference it takes some trial and error to get it working. It's not the software, it's trying to understand that dammed book.

There's really not much else to say. ALF3 has extensive SCSI support, for sharing a hard

drive between Amigas equipped with a SCSI interface (preferably all ALF3s of course). In terms of speed, though, it's the best - it just pips the GVP Series II hard card, but the difference is not huge - perhaps 5% or less. For the buffs out there, that figure was attained on the same machine using the same Quantum hard disk unit.

If you're technically minded, and want the best hard card, then get an ALF3. If you're not prepared to spend a lot of time musing over the manual, then avoid it. The manual problem is going to seriously limit its sales potential. There's not a lot of point getting the best hard card if you cannot work out how to use it!

Personally I love it, but there are a lot of people out there who should be prepared for a stormy relationship when things go wrong (as they do with all hard drive systems).

ALF3

SPEED ●●●●●
The best B2000 hard drive card available on the market up to now.

DOCUMENTATION ●
All the information is there, but it's disguised as a load of nonsense.

ACCESSIBILITY ●●●●●
Great set of software to utilise the full potential of the system.

FEATURES ●●●●●
Everything except more computer memory, not really a problem.

VALUE ●●●
As with everything in life, this sort of quality costs that little bit extra!

AMIGA Verdict 82%
FORMAT

More Speed. More Memory.



Greater capacity - Greater capabilities.

The protar A 500 HD Series -
The ultimate Hard Disk Drive.
Your Amiga will have capabilities
beyond your wildest dreams.

protar A 500 HD.
Capacity 20 MB - 160 MB.
On-board-RAM Option up to 8 MB.
SCSI-Interface.
1 year replacement warranty.
2 years for Hard Disks with Cache.

Flexible capacity for professionals.
Made in Germany.

Request for further information at
protar Ltd. • Park House • Greenhill Crescent
Watford Business Park • Watford Herts WD1 8QU
Tel. 092 354 133/24 23 07 • Fax 092 321 20 46





If you're fed up with shunting a mouse around a desk, well then let **Pat McDonald** tell you about a new version of an old idea – all you do is just draw on the screen!

EVER SINCE THE AMIGA was invented, it has always had a light-pen facility (go and check your manual if you don't believe me). Before mice became popular, you could often see people sketching away on their screens; this was a popular shot for Seventies TV science programmes.

It's strange then that you don't see many light pens in use today or even for sale in your local computer emporium. So if it's a built-in facility, why aren't there any? The reason is that there is a general lack of support for light pens. 99.9999 per cent of programs just ignore them (the situation is similar for light guns).

The reason is that, in the Nineties, everybody gets a mouse with a computer – strange that you don't get a joystick too. Because every Amiga owner has a mouse, that's the method for using most serious and some games software.

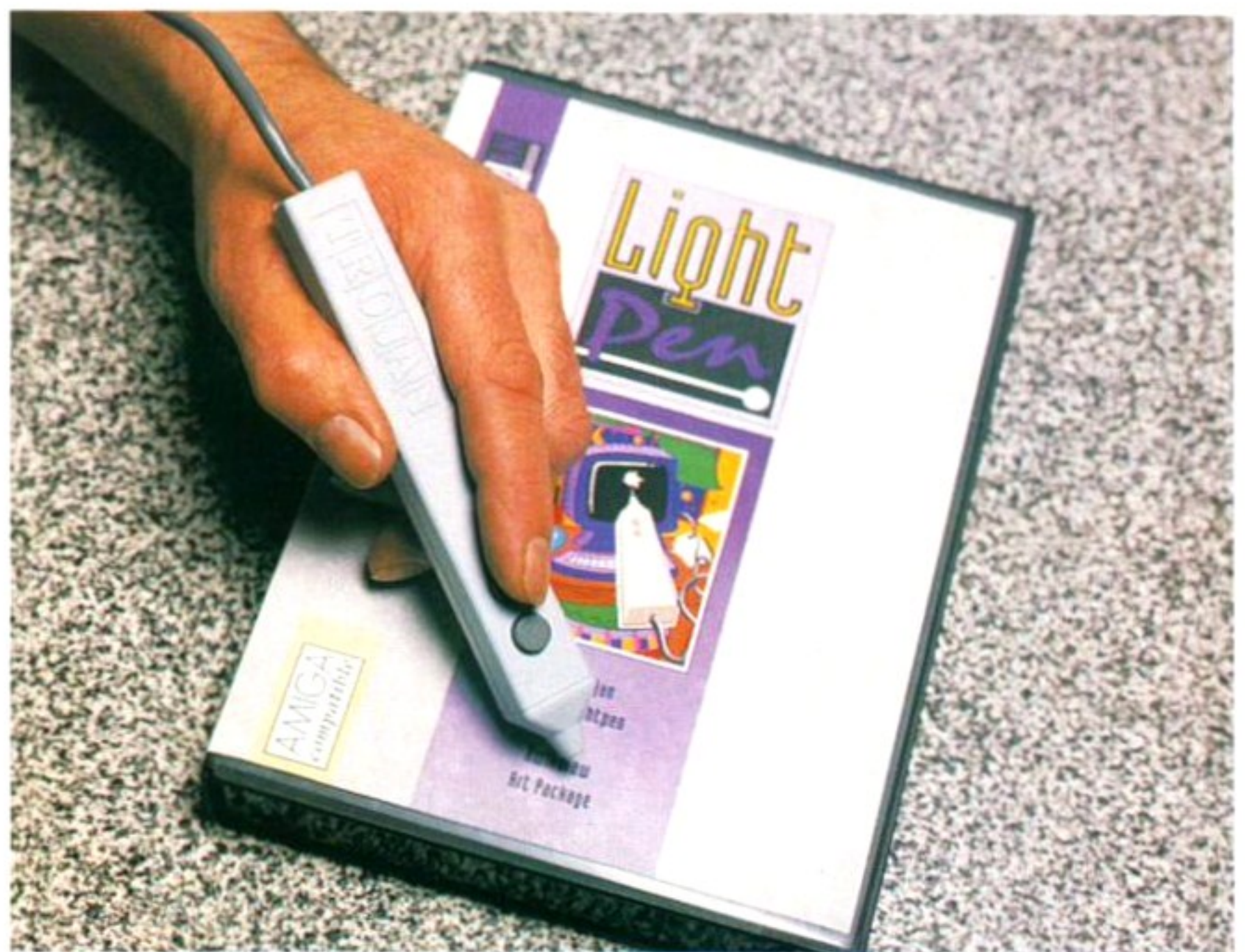
Which is where this product comes in. It seems that you don't get a lot with it – a boxy light pen with a lead and two buttons, a thin manual, and a disk. £50 doesn't get you much these days. At least the box is fairly sturdy.

It is pretty easy to get the device working. All you have to do is plug it into the joystick port, and run the enclosed disk. The disk is a copy of Workbench 1.3, and it automatically runs the driver program. The driver patches the way that the Amiga works, so you can use the light pen instead of the mouse. The strange thing is, you can use the mouse too!

This approach means that the light pen can be used with all software that uses the standard mouse procedures that are built in to the Amiga. If the program has it's own mouse reading routine, then it will not work with the Trojan Light Pen.

In short then, this will work fine with Workbench, most graphics programs (like *Deluxe Paint* for example), a lot of ray tracers and scenery generators (*Draw 4D*, *Vista*) and virtually no games at all. However, unless you don't get fed up with using a copy of the

Trojan have done very little to contour their light pen. It does take a while to get used to the pen that's all right angles, but after a day or so you'll find it a bit more natural to hold. You never get used to the buttons though – they're too far forward and too close together.



Trojan Light Pen

Mouse alternative ■ £39.99 ■ Trojan



An extra, thrown-in for free on the disk is *Kwikdraw*, a simple paint program. *Deluxe Paint* it isn't (it can handle 16 colours on a 320 x 200 screen at best) but for learning how to control the pen it's good.

enclosed disk every time that you want to use your Amiga seriously, you will need to know how to copy the driver program onto different disks – and for that you will have to use the Shell or CLI.

There is one group of people who will not be impressed with the way that the Trojan works: people who have just bought an A500 Plus or other Workbench 2 Amiga. It just didn't work – the disk booted, the program signed on, but the mouse pointer would not respond to the light pen at all.

This isn't good, but the reason is that the review version I had was sent to us before the Plus was released. A new version is now available which does work on the Plus. There will be some old stock in circulation, so do check to make sure you get the new version if you have an A500P.

There are a couple of faults, though, occasionally the pointer gets stuck in an area and

won't respond for a couple of seconds. This isn't helped by a dirty screen, but even happens on a pristine system sometimes (usually on dark areas of the screen). Normal control is regained in a couple of seconds though.

The worst fault of the Trojan light pen is the shape. It has no contour at all to fit in the human hand, and the buttons are too close to the end for my liking. It just makes it harder to control at first, in a similar fashion to an awkwardly shaped mouse.

For use in paint programs, the pen isn't brilliant. You haven't got the ultra fine control of a mouse, which makes detailed work tricky unless you're zoomed into a picture. The other problem is found on all light pens – the screen is partially obscured by your hand. After you're used to these foibles, it's great.

Light Pen

SPEED ●●●●
Usually whizzy except occasionally when it freezes for a moment.

DOCUMENTATION ●●●●●
Thin, but an easy read – contains everything you need to know.

ACCESSIBILITY ●●●●●
Takes time to get used to it. Doesn't demand technical expertise to get working.

FEATURES ●●●●
There's no ultra fine control, but otherwise it performs quite well.

VALUE ●●●●
A bit expensive. A replacement mouse only costs about £30 or less.

Verdic **78%**

TROJAN LIGHT PEN is available from Trojan Products, 0554 777993

THE THEORY

The principles behind how light pens work is not complicated. The light pen is placed fairly close to the monitor; it doesn't have to touch it. As the screen is refreshed by a beam of electrons, the light pen 'sees' the new information shining on the screen. It sends a pulse down the cable to the computer.

The computer sees the pulse, and works out where the pen must be on the screen for the exact moment it sees the new beam. By working out where the beam was at that time, and calculates the pen's position. All this happens 50 times a second! As for the buttons on the pen, they work exactly the same as the buttons on a mouse.

GASTEINER

Tel: +44 081-365 1151

Fax: +44 081-885 1953

Trade and Educational
Orders Welcome

Technologies

Credit Cards
Welcome



Personal Callers
Welcome

Outstanding NEW products from Gasteiner Technologies

MEMORY MASTER



A half-length FastRAMN expansion with 4 MBIT technology upgradeable 2, 4, 6 & 8Mb. No additional Wait State in the Amiga 1500/2000 16 Bit-Bus-Technology. Includes RAMtest program and detailed manual. **£129**

PRO-MONITORS

NEC 3D **£499**
QUADRAN 1480 **£399**
PHILIPS 8833 **£229**

ALF 3



High speed excellent performance. Hard disk delivered ready for use after plugging into a free A2000-Slot. Optional data transfer independent from processor & uses fully the Amiga-bus bandwidth (16 Bit). **£299**

OKTAGON 500



A really intelligent SCSI controller for the Amiga 500.

- Autoboot by FFS
- Automatic reading from SCSI devices
- Supports up to 7 SCSI devices
- Multi tasking capable
- Login and password security

ALL THIS FOR ONLY **£149**

GASTEINER Unit 12 a Millmead Business Centre, Millmead Road, London N17 9QU

THE TRACK BALL



Switchable between Atari/Amiga with the third button 'Click & Hold' feature this must be the best value trackball at only

£34.95

ALFA DATA MOUSE



Best replacement mouse which includes a mouse holder & cutting pad.

For Only **£16.95**

UK's LEADING TOP SELLING SCANNER Mk II



Outstanding quality, excellent value - this package includes a 100-400dpi scanner with dither options, plus the amazingly powerful TOUCH-UP software package which drives the scanner directly. Scanner includes viewing window & backlight for accurate scans. Scan either line-art or grey images up to 400dpi. **£149.00**

GOLDEN IMAGE RC 2000 = 2Mb-8Mb

Populated for A1500 - A2000

2Mb **£99**
4Mb **£POA**
6Mb **£POA**
8Mb **£POA**

GOLDEN IMAGE OPTICAL MOUSE



Amazing accuracy and reliability with the first optical mouse for the Amiga + ST. **£24.95**

ALFA DATA TRACKBALL



Alfa Data Trackball. Excellent high performance trackball for Amiga and Atari ST. Operates from mouse or joystick port. Top quality construction and opto-mechanical design.

only for **£29.95**

2Mb RAM CARD



- Fully populated board
- Plugs into trap door expansion
- and connects to gray chip. Populated RAM board with click

£34.95

Ram card 1/2 Mb **£59**

Ram Card 2.5Mb **£139**

512K RAM/CLOCK CARD

- 100% A500 compatible
- Battery Back-up Read time Clock on Board
- Support ON/OFF Switch to enable/disable expanded RAM.

Only **£27.95**



Getting snazzy new fonts to show off how flash your Amiga really is can be a difficult task to perform. **Asam Ahmad** tests out his very own ABC with a new utility which will make creating your own fonts far easier.

Now it's time to make the font look correct by altering the character positions to the same base level so that when you type, they all fit on the line properly.

accepts Amiga fonts. The second part of the program actually allows you to take any standard Amiga font, and then put it into a standard IFF screen.

The main purpose for this is to allow the use of a paint package's superior editing capabilities to manipulate or just touch-up a font in lieu of a font editor. It also allows you to change the font information to an extent, by re-grabbing characters from the screens to alter their positional information such as height and kerning, as when editing characters like before. This process also doubles as a useful way of creating screens full of fonts, to print out and use as spec sheets, to see whether or not some fonts have certain characters designed for them.

Fontgrabber is an OK program, in fact it's quite a good program, but it does have some potential for improvement. The ability to grab and edit colour fonts would have been nice, and a slightly better user interface would also have gone down rather well – it is mainly menu driven and it does its job, but it is often a bit sluggish, especially when editing the character positions.

There are a few bugs, in that it will not load all fonts, but perhaps this is due to non-standard fonts that do not quite match up to formal specifications, though you can still load them up in *Deluxe Paint*. It's a program that can be put to good use by creating good-looking new fonts especially for applications such as desktop video or just generally to extend the capabilities of any program that uses the Amiga's fonts.

Fontgrabber

Font Creator ■ £49.95 ■ Genisoft

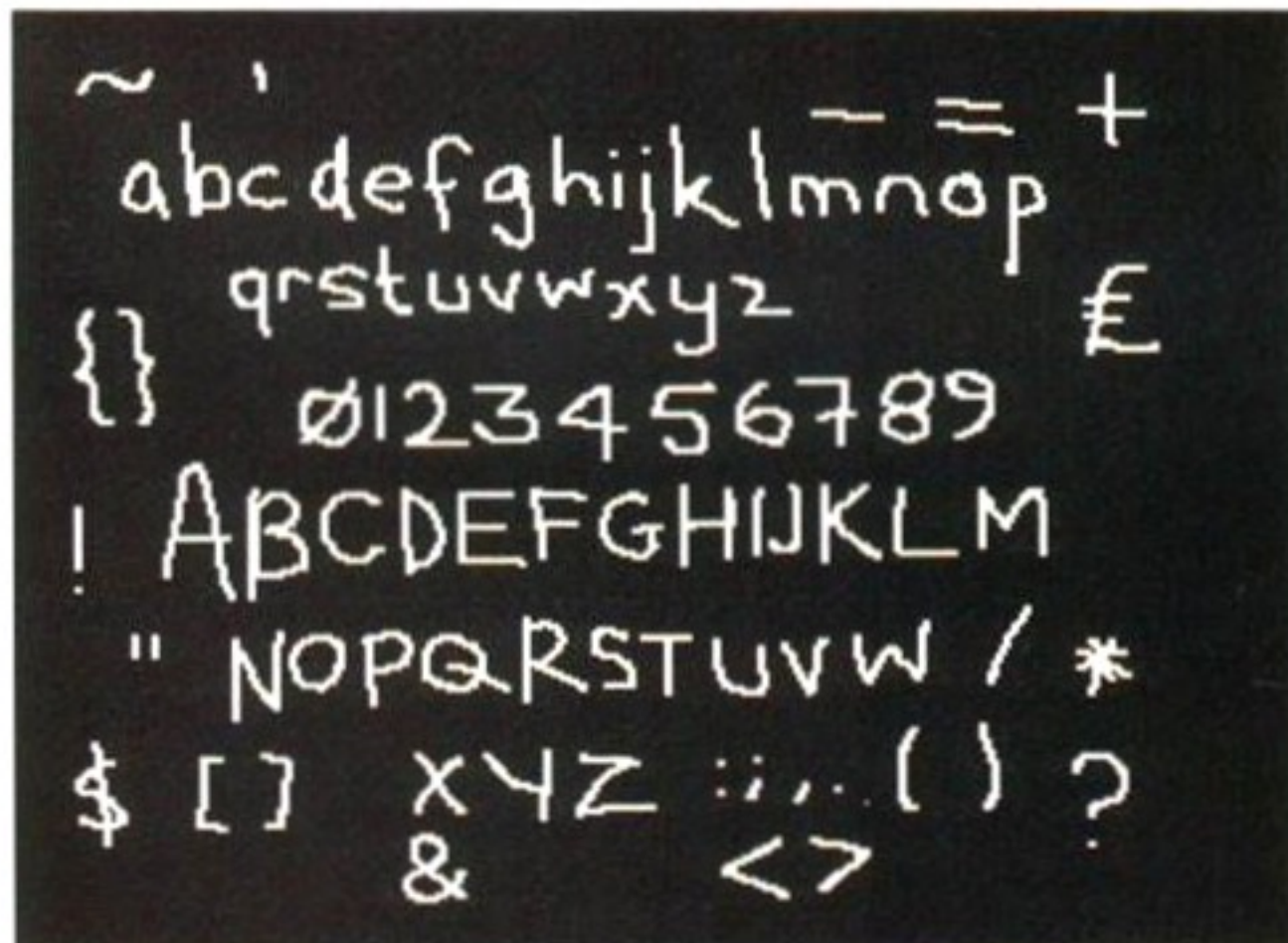
THIS IS ONE of those intriguing kind of programs, with no immediately obvious application area. It is in fact one of those utilities that you'll probably not get round to using very often, but when you do it can be dead handy. There are two parts to *Fontgrabber*, integrated in to just one program for general font manipulation.

Creating fonts on a standard font editor can be such a tedious and difficult task. These editors often do not have the paint facilities that a program like *Deluxe Paint* has and are severely lacking in the manipulative ability that paint programs have.

It is far, far easier to create a font in a paint program than it is in a font editor, but the problem is that you cannot use the new fonts that you have created in any other application unless it accepts IFF pictures. You need to be able to cut characters from your font screen and paste them down on to your work screen. And this is where the first part of the program comes in to play.

The real beauty of *Fontgrabber* is that you can load up most IFF screens, except HAM and Extra-HalfBrite modes. The screens are translated into a single bit-plane black-and-white modes meaning that you cannot grab colour fonts for example, but apart from that, the fonts can be as big or as small as you want them to be, but you have to work to the constraints of the screen size. The screen can be of any virtual size, eg overscan, as it is possible to scroll through the whole image at will. Once the screen has been loaded in, though, it's time for the fun bit.

Grabbing fonts is child's play. The program lets you 'pick-up' images of any



character that you wish by simply drawing a rectangle around the character as you would when selecting a brush in a paint package. You simply select the character via the keyboard and then pick it up.

Once you have read in the alphabet, or just the characters that you want, it is time to edit their positions, relative to the baseline of the font. This is not as difficult a process as it sounds, as *Fontgrabber* has some clever routines built into it.

These can more often than not distinguish descenders and ascenders like those on 'p's and 'b's and act accordingly to put them correctly at the same level as baseline characters like say x's. These are often taken as the standard characters for determining positions of ascenders and descenders in fonts.

Once you have grabbed, the font can be saved to your FONTS: directory in the standard format for use in any application that

Having just created my own spectacular new font, it is time to grab it using *Fontgrabber*. Just pick up those letters. You can even mix fonts, or assign whole words to a single key.

FONTGRABBER is available from **HB Marketing** 0753 686000

Fontgrabber

SPEED	● ● ●
Relatively fast in most areas, but a bit slow in the editing mode.	
DOCUMENTATION	● ● ●
Brief and to the point, pretty easy to understand, with no complex bits.	
ACCESSIBILITY	● ● ● ●
Straightforward and easy to use, fully menu driven, with keyboard short-cuts.	
FEATURES	● ●
It does its job. Only basic font support, but good nevertheless.	
VALUE	● ● ● ●
Fontgrabber won't appeal to all, but it is useful addition to anyone's collection.	



67%

Strategic Plus Software

The Perfect General

From the writer of EMPIRE this is a game of strategy and tactics based on a 12 year old series of tournaments. Featuring a highly refined yet simple playing system, two difficulty levels, various scenarios, one or two players and modem play. AMIGA £35.99

HARPOON Special

Harpoon + Battleset #1 & #2 £31.99

Battleset #2 "North Atlantic Convoys" £14.99

Battleset #3 "The Med Conflict" £14.99

and a Scenario Editor Amiga £19.99

Harpoon BATTLEBOOK (companion book) £ 16.99

Flight Simulations - Strategy - Sports Simulations
Role Playing - Wargames - Adventures

**VISIT our SHOP in Hampton Hill
or send for our 7th Edition CATALOGUE.**

Mail Order and Overseas orders welcome.

Phone 081 977 8088 Fax 081 977 4822

28 D&E The Courtyard, High Street, Hampton Hill, Middx. TW12 1PD.

We Must be Mad

Due to massive bulk buying and low cost advertising we can offer you The Best Disks at most Competitive Prices

3.5" DSDD DISKS FROM .31p INC VAT + LABELS For Qty's of 100+

Qty's below 100 @33p each; 250+@30p each; 500+@29p each.
ALL DISKS CERTIFIED 100% ERROR FREE

SONY 3.5" 38p 3.5" DSHD65p
5.25" DSDD21p
5.25" DSHD36p

100 Capacity Disk Box.....	4.25	50 Capacity Disk Box.....	3.50
Mouse Pockets.....	1.75	Mouse Mat.....	2.25
Printer Stand.....	4.25	Amiga/Atari Dust cover.....	2.50
Passo Box.....	15.95	3.5"/5.25" Cleaning Kit.....	1.95
Amiga 512K RAM Expansion with clock.....			24.95
Amiga/Atari External Drive.....			54.95

THIS MONTHS SPECIAL OFFER
200 3.5" DSDD Disks + 2 x 100 Cap Boxes **66.95**

Please add £3.35 p&p/next day £8.50. Cheques/POs to PLC COMPUTER SUPPLIES

PLC COMPUTER SUPPLIES (Dept. AFT)
11 Meakin Avenue, Clayton, Newcastle,
Staffs. ST5 4EY.

TELESALES HOTLINE
0782 212970



GLOBAL COMPUTING

Lucepool Lane, Woodhouses, Yoxall, B-o-T, DE13 8NR. Tel: 0543 473131

FLOPPY DRIVES

3.5" DS DD External Drive.....£51.99
3.5" DS DD Internal Replacement Drive.....£47.99

Slim, quiet, high quality mechs.

HARD DRIVES

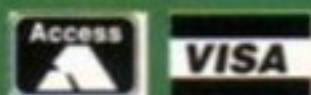
40Mb Both with optional.....£299.00
100Mb 2Mb/4Mb add. mem.....£449.00

52Mb comes with 512K mem.£449.00
Also opt. 1, 2, 4 or 8Mb add. memory

Quality Guarantee

All products are made using leading edge technology to the highest standards and are fully guaranteed.

P&P extra, please enquire when ordering.
Visa & Access accepted.
Cheques/Postal orders
"GLOBAL COMPUTING"



Memory Upgrades

512K no clock 16 Chip.....£19.99
4 Chip.....£23.95
512K with clock 16 Chip.....£24.99
4 Chip.....£27.95
1Mb Thru Board.....£59.95
(To use with 4 Chip size to give 1-5Mb upgrade)
1-5Mb with clock.....£69.95
A500 Plus Upgrades
1 Meg.....£59.95

NEW; External Memory Expansion

Only 1" wide • moments to fit
• Makes use of any internal upgrade.
1Mb.....£149 2Mb.....£198
4Mb.....£273 8Mb.....£423

CHIPS & BITS

256K x 4 DRam £4.95, 1M x 1 Dram.....£4.95
1Mb Simm.....£39.50, 4Mb Simm.....£145
8372 Fatter Agnus.....£39
1.3 Kickstart.....£36
Fitting and repair.....£P.O.A

Trade enquiries for IC's & components welcome

NEW; MODEMS

Get to those software bill boards - or anything you want down the phone. Possibly the cheapest way to obtain software yet!!
100% industry compatible.
Ready to go on line e.....£119
with error correction (EC).....£159
with EC and data compression.....£174

STOCKING FILLERS

A500 Replacement PSU.....only £39.95
Mouse.....only £14.99
3.5" DS DD disks.....only £0.32
40 Capacity disk box.....only £3.99
80 Capacity disk box.....only £4.99
100 Capacity disk box.....only £6.99
Dust Covers AM/ST.....£3.99
Printer/Monitor.....£5.99
Disk Cleaner 3.5".....only £1.99
Anti-Click Board.....only £12.99
Mouse Mat 6mm.....only £1.99
Mouse Mat 8mm.....only £2.99
Leads and Ribbons.....£P.O.A.

Any other requirements please call

Call our Telesales team now !
(0923) 894111 8 lines open

MICROMAIL

Unit 9, Smug Oak Business Centre
 Lye Lane, Bricket Wood, St Albans AL2 3UG
 Tel: 0923) 849111 - 8 Lines open
 Fax: (0923) 894143

open 9-530 Monday - Saturday
open 10-4 Sunday

The New Amiga A500 Plus

This is the very latest version incorporating the new Workbench 2.0 and 1 Mb ROM chip set. This pack also includes Bart vs the space mutants, Captain Planet, Lemmings, Deluxe PaintIII and Free joystick, mouse mat and dustcover.

All for the amazing price of £349.00
 Amiga A500 Plus pack as above and the superb Commodore 1084/83 Colour monitor for only a mega £555.00

Amiga 1500 now only £649.00

MONITORS

Commodore 1084/1083 £219.00
 Phillips CM8833MkII £219.00

CDTV
The Best Home Multi-Media System
Now For The Amazing Price Of £449.00

Government and School Orders Welcome.
 Next day delivery for credit card orders placed before 4.00pm subject to availability. Alternatively send cheque or postal order to Micromail Ltd, Unit 9, Smug Oak Business Centre, Lye Lane, Bricket Wood, St Albans, AL2 3UG. Please allow 5 working days for cheque clearance. Subject to availability, despatch is normally within 24 Hours of receipt of cleared payment.

DELIVERY CHARGES : UK Mainland only

Small consumables & software items	Despatched by post, please check charges when ordering
Other items (except Lasers)	Nextday courier service £10.00 per box
Laser printers	Nextday courier service £17.50
Offshore and Highlands	Normal rate plus £20 + VAT per box
In addition we offer the following Express services	
Saturday deliveries	Normal rate plus £10 + VAT surcharge
7am-9am next day	Normal rate plus £10 + VAT surcharge
Am nextday	Normal rate plus £5 + VAT surcharge (the above surcharges are per box)

Callers Welcome at our Showroom

All prices and specification are correct at time of going to press and are subject to change without prior notification. Goods are not sold on a trail basis please confirm your order E&OE.

PRINTERS

HEWLETT-PACKARD PRINTERS	£ POA	STAR SERIES PRINTERS	£ 297.
HP Laserjet IIIsi	£ 715.	STAR XB-24/200	£ 118.
HP Laserjet IIIP	£ 1795.	STAR LC-20	£ 166.
HP Laserjet IIID	£ 1015.	STAR LC-200	£ 191.
HP Laserjet III	£ POA	STAR LC-24-200	£ 235.
RAM upgrades available	£ 279.		
HP Deskjet 500	£ POA		
HP Paintjet XL	£ POA	CITIZEN RANGE PRINTERS	£ 239.
Cannon BJIOE	£ POA	CITIZEN SWIFT 24	£ POA
Cannon BJ300	£ POA	CITIZEN SWIFT 24X	£ POA
Cannon BJ330	£ POA	CITIZEN Colour kit	£ POA

Printer Prices Are Ex-VAT

AMIGA A500 GRAND PACK

This is the very latest version incorporating the new Workbench 2.0 and 1 Mb ROM chip set. This pack also includes Bart vs the space mutants, Captain Planet, Lemmings, Deluxe PaintIII and Free joystick, mouse mat and dustcover, plus these great extras 10 full price hit games, 10 blank disks, and 40 capacity disk box
All for just £379.99

HARD DRIVES

Commodore A590 20Mb	£265.00
Commodore A590 20Mb + 2Mb RAM	£325.00
GVP 52Mb	£389.00
GVP 52Mb + 2Mb RAM	£479.00
GVP 52Mb + 4Mb RAM	£549.00
GVP 52Mb + 8Mb RAM	£669.00

ACCESSORIES

At Once	Amiga Software	£9.99
KCS Powerboard	Lemmings	£9.99
512kRAM A501	Bart Simpson	£9.99
512kRAM Unbranded	Captain Planet	£9.99
80 Disk Box	Back To The Future	£9.99
40 Disk Box	Days Of Thunder	£9.99
50 Blank Disks	Shadow/Beast II	£9.99
Cumana Disk Drive	Nightbreed	£10.99
Printer Paper 1000 Sheets	Deluxe Paint II	£24.99
Printer Leads	Deluxe Paint III	£69.99
Replacement Mouse	Deluxe Paint IV	
Naksha Mouse		

AMPLE FREE PARKING



Prices Exclude VAT Unless Stated

There's loads of useful things that only the CLI or Shell can do: but if you don't know how to use them, you're a bit stuck. Until now that is. **Asam Ahmad** finds a new way to get the power of the CLI, but without the hassle that goes with it.

THE CLI IS CERTAINLY a powerful beast, but it's also damned awkward to use. It's all right if you've invested lots of time and trouble learning how to use it, but if not you're simply stuck with no way of getting access to all that power. Until somebody cleverly came up with the idea of the directory utility.

The Amiga's great advantage as a mouse-controlled computer is that you can make control of anything as simple as pointing to a bit of the screen and clicking a button. This is what directory utilities do, replacing all those hidden CLI commands with a list of options on the screen, all nicely laid out for you to click on.

Directory Opus is the latest in a whole series of easy-to-use CLI replacements. It comes on one disk with a handy installation program for putting it on to your hard drive, and also included on the disk are several Public Domain utility programs.

Opus has all the functions that you would expect to see from a CLI interface program: all the standard 'housekeeping' functions that allow you to copy or move files from one place to another, delete files and so on. But it also goes much further than this.

It has the ability to recognise many different types of file: IFF, graphics, fonts and 8SVX sound sample files. If a file of any of these types is in the current directory listing and you double-click on it, *Opus* acts accordingly: automatically displaying pictures, icons or font files, or playing the relevant sound sample. It also recognises SoundTracker music modules and plays them when selected.

When it comes to reading text files, it can even provide a very nice reading interface, with variable scroll - it even allows you to read files that have been crunched with the excellent PowerPacker automatically, using the PowerPacker.Library. That's not all of it though, it also allows you to view ANIM brushes, and even CanDo decks using a CanDo.Library.

Another useful feature is the Encrypt option, which takes any file that you select and encrypts according to a password that you specify. Very useful to prevent those important files being read by unwanted eyes.

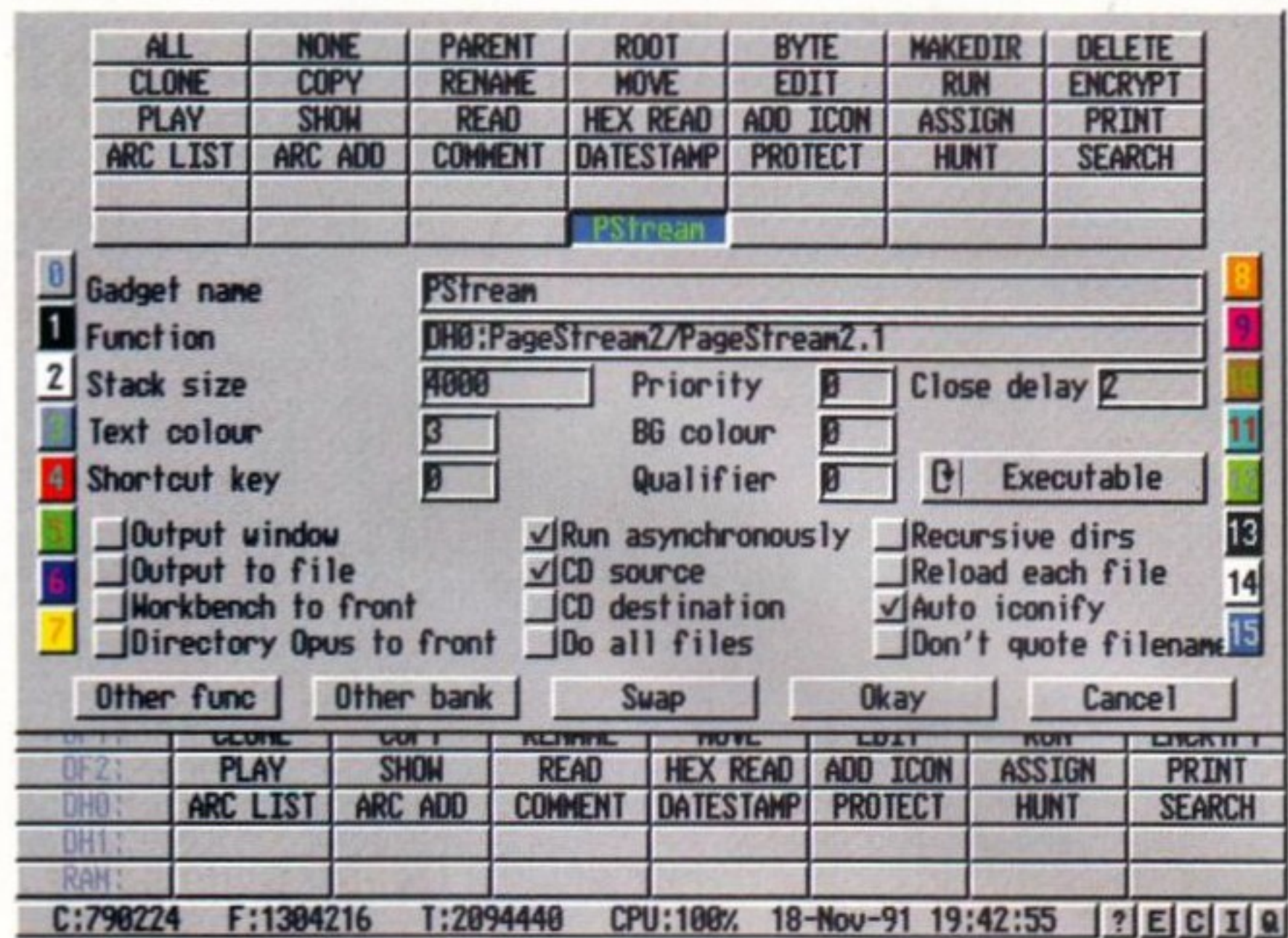
Anybody who has ever used BBS (a bulletin board) will know how useful an archiver can be. An archiver is a program that takes a whole bunch of files and compresses them into just one big file. Archivers, however, are renowned for their difficult operation. *Opus* has the power to sort out your

Configuring your own buttons is child's play, with an easy-to-use, but comprehensive programming screen, to customise the operations at will.

The main *Opus* control panel screen, that lets you launch, execute or run programs, and view pictures, files or listen to samples or modules.

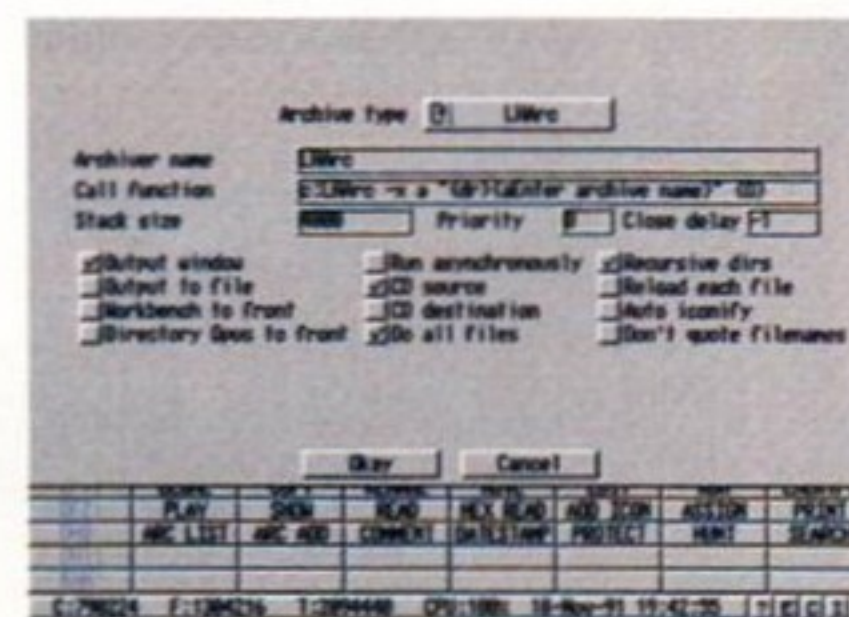
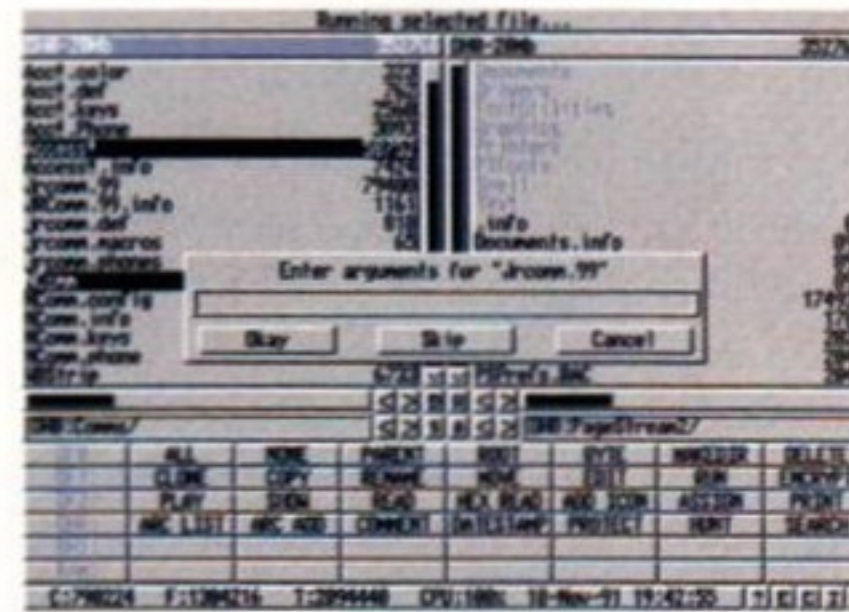
Opus has a small macro-style language built into it to allow control of programs, such as LHarc, through the use of both menus and buttons.

DIRECTORY OPUS is available from **Checkmate Digital** 071-923 0658



Directory Opus

Directory utility ■ £39 ■ INOVAtronics



problems in this area, providing you with functions to list, add to and extract archives, all as painlessly as possible. It does this by a clever script-like language, where rather than you typing in commands, you simply click on parameters with the mouse, making it all as simple as possible.

Almost a complete front-end for your Amiga, *Opus* also lets you launch and run programs automatically, by simply clicking on them or on a special button created for them. It has the facility for over 100 buttons and menu options combined, so finding room for them is not difficult - they can even be assigned hot-keys to allow immediate execution. To complete the picture, *Opus* also allows you to run ARexx

scripts and programs for total control, assuming that you do of course have ARexx. *Opus* is really a work of art as far as directory utilities go. It is full of fab features and fully customisable. The customisation process itself is extremely easy to use and very powerful, allowing you to assign functions to buttons in its extensive control panel or menu system. But all this power makes for one slight drawback: the program requires at least one Megabyte to run.

There are a lot of directory utilities in the Public Domain, one of the best being *SID*, which is shareware. But *Opus* is an excellent utility, very powerful, fast and friendly, and they've kept the price down to make it very competitive. So, if *SID* just hasn't got the flexibility that you need, then get *Opus*.

Directory Opus

SPEED ●●●●●
All the operations are as fast as they could be, given AmigaDOS' speed.

DOCUMENTATION ●●●●●
A good manual with all the options explained relatively simply.

ACCESSIBILITY ●●●●●
Fully configurable and very easy for anyone to get to grips with.

FEATURES ●●●●●
Just about all you could want and more. Expandable by adding new functions.

VALUE ●●●●●
Very good value, although it does require one Megabyte of memory.

89%

KCS POWER PC BOARD FOR YOUR AMIGA



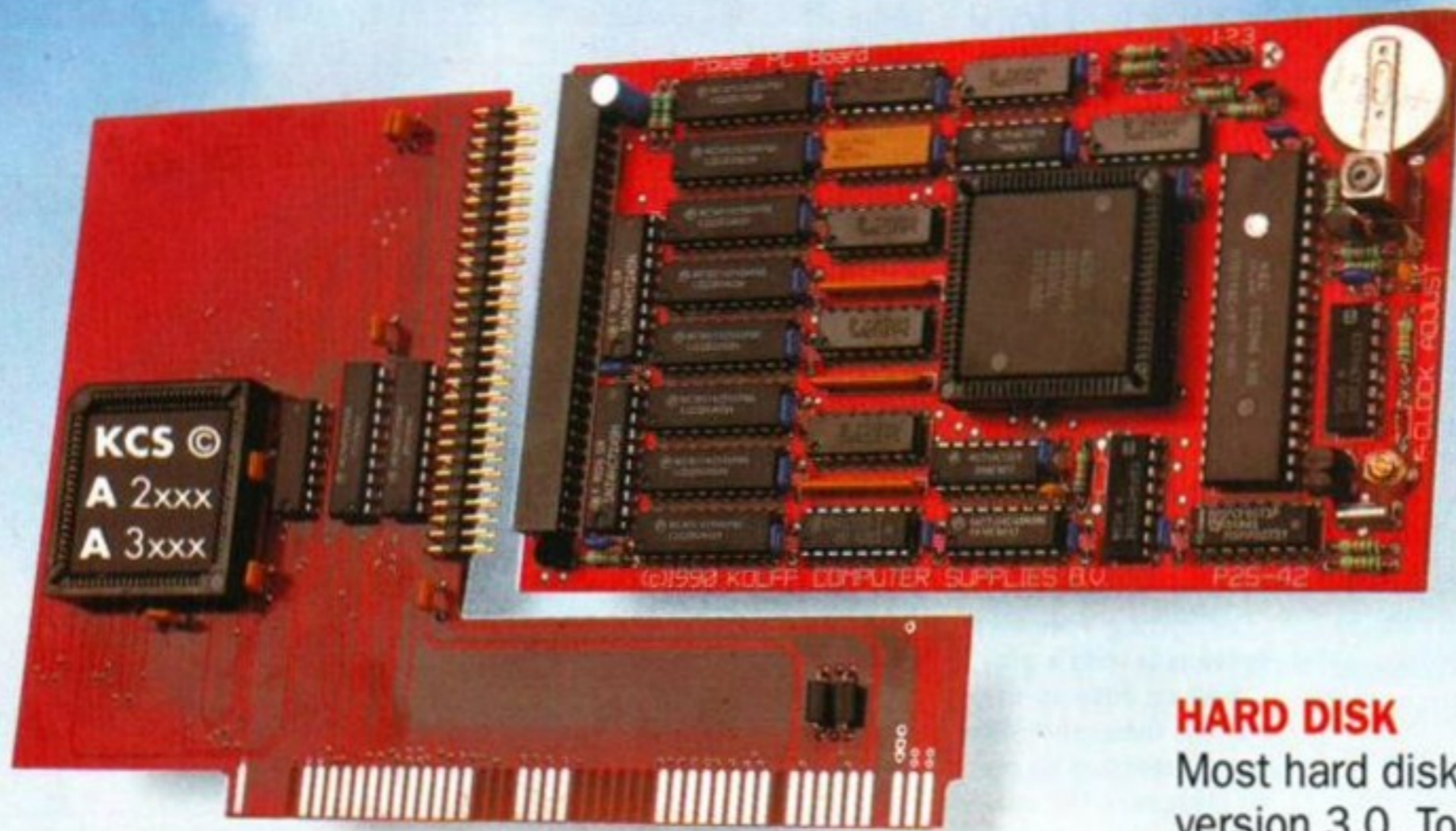
The best of both worlds
in the space of one



Now Available
with or without
MS-Dos
See Below

Adapter + PC Board

for the Amiga 1500/2000/2500/3000



For the Amiga 500 (not P)

Version for the
A500P will be
ready Nov/Dec
91, and will
allow total
2Mb Chip Ram

The KCS Power PC Board adds 1Mb memory to your Amiga and a real time clock

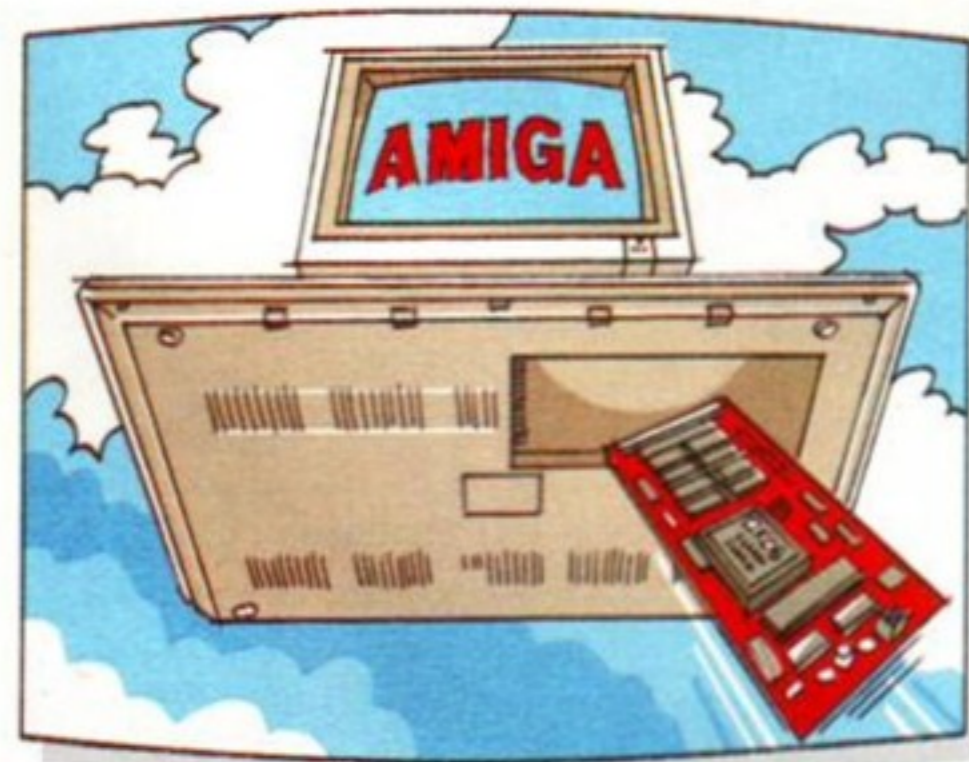
Think how much 1Mb memory plus a clock costs
Think how much MS-Dos/GW-Basic/Shell/Dos-Help costs

£ __, __
£ __, __
£ __, __

Which leaves the cost of an AMIGA/PC just

For so little outlay the Power PC Board turns your Amiga into an up and running powerful PC, with no hidden costs. The cheapest PC in the world?!

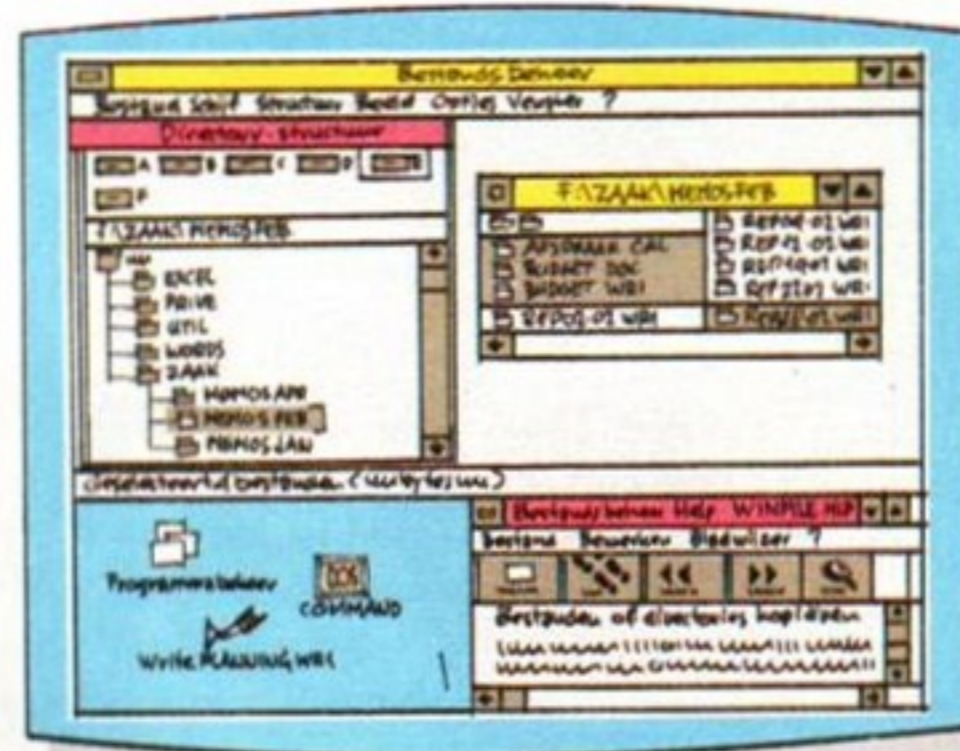
Run heavyweight professional PC software on your Amiga/PC



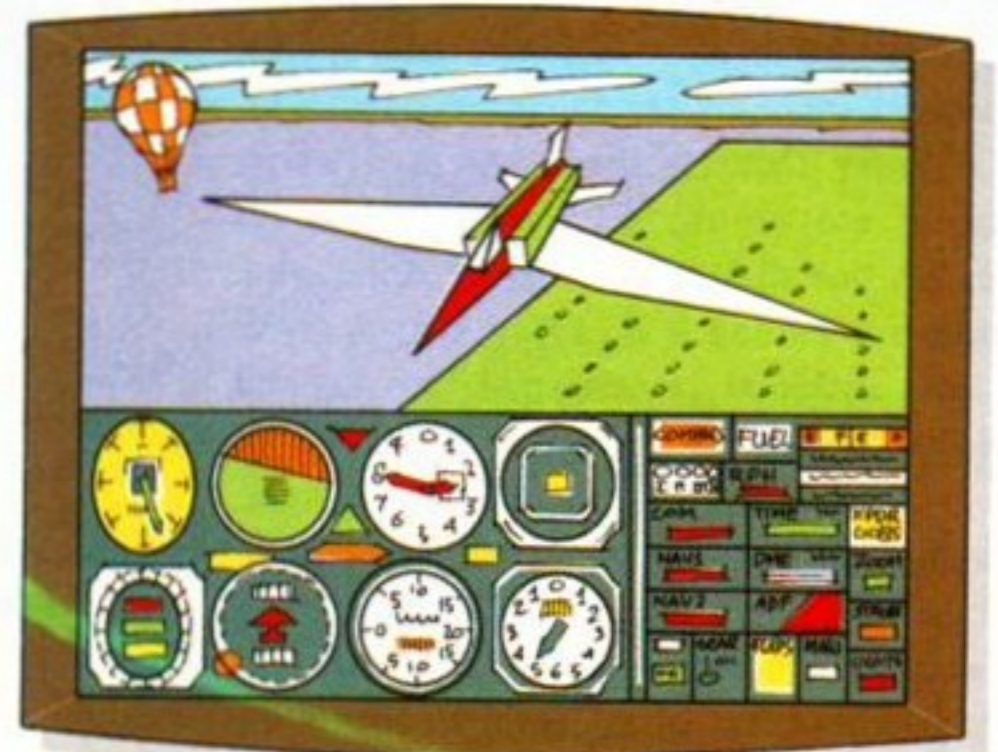
EGA
Available (Nov/91) will work from the full EGA colour palette. Both EGA and VGA will work on a standard TV or monitor and in most cases without using interface.

PRICE
Including MS-Dos 4.01/GW-Basic Shell / Dos Help and on-Board memory. **£219.95** inc VAT/Carr.
PRICE DOES NOT INCLUDE ADAPTOR FOR 1500 / 2000 / 3000
Excluding MS-Dos GW Basic Shell. BUT incl. Dos-Help and on-Board memory. **£175.95** inc VAT/Carr.

VGA
Version 3.0 of our software (Nov/91) comes with VGA colour and mono option. EGA/VGA will work on all standard Amigas irrespective of which chip set you have.



Microsoft windows



Microsoft flight simulator 4.0

- Some extra Goodies:**
- FLICKER FREE FIXER in PC interface mode. Will work with all Amigas. Software emulated.
 - PROCESSOR SPEED can be slowed down from 100% to as low as 16%, so if you have never reached the highest level in a game, now is your chance.
 - KCS PC-MOUSE driver will work with your Amiga mouse.
 - PAUSE can be activated at any time during a game or program, allowing you to continue at your leisure.
- Technical Specifications:**
- Excellent compatibility
 - 704Kb memory in MGA/CGA mode
 - 640Kb memory in EGA/VGA mode
 - 200Kb extra memory ie: MS-DOS RAMDISK (reset proof)
 - 1/2Mb extra FAST Ram plus 1/2Mb Ram Disk for normal Amiga use plus real time clock in all modes.
 - All future upgrades are software driven
 - Processor speed = 11MHz
 - Video runs faster than most AT/286 computers
 - Disk drive
 - Fitted in seconds and does not invalidate your guarantee
 - In a moment your Amiga can be up and running as a PC
 - Help-Line and excellent Back-up service

BDL BITCON DEVICES LTD.
88 BEWICK ROAD, GATESHEAD, TYNE & WEAR, NE8 1RS ENGLAND
TEL: (091) 490 1919, HELPLINE: (091) 490 0202
FAX: (091) 490 1918



Compatibility is excellent but no-one can guarantee every single program available, therefore if your purchase depends on a particular program, please ask us first or send in a copy of the program. (With suitable S.A.E. if to be returned). Price subject to change without notice.

And the kids will have Fun! Fun! Fun! until Daddy takes the software away.

Gary Lord goes back to school with the latest of the popular educational software.

ALL ASPIRING PARENTS want their little Jonnie to do well: to grow up big, strong and clever. It's the mental exercise which is most difficult to provide, which is where Europress have hit the nail on the head with version 4 of their lively educational software.

The series is divided into three different age groups: pre-school, for the under fives; then primary school, which is split in two; five-to-sevens and seven-to-elevens. Each age group is associated with a different, identifiable, 'street-cred' character that the respective age groups can identify with. These characters have proved very successful throughout the series and it makes sense to use them: everyone remembers their favourite toy or character, whether it was Thomas the Tank Engine, an eagle-eyed Action Man or your good, old-fashioned teddy-bear...

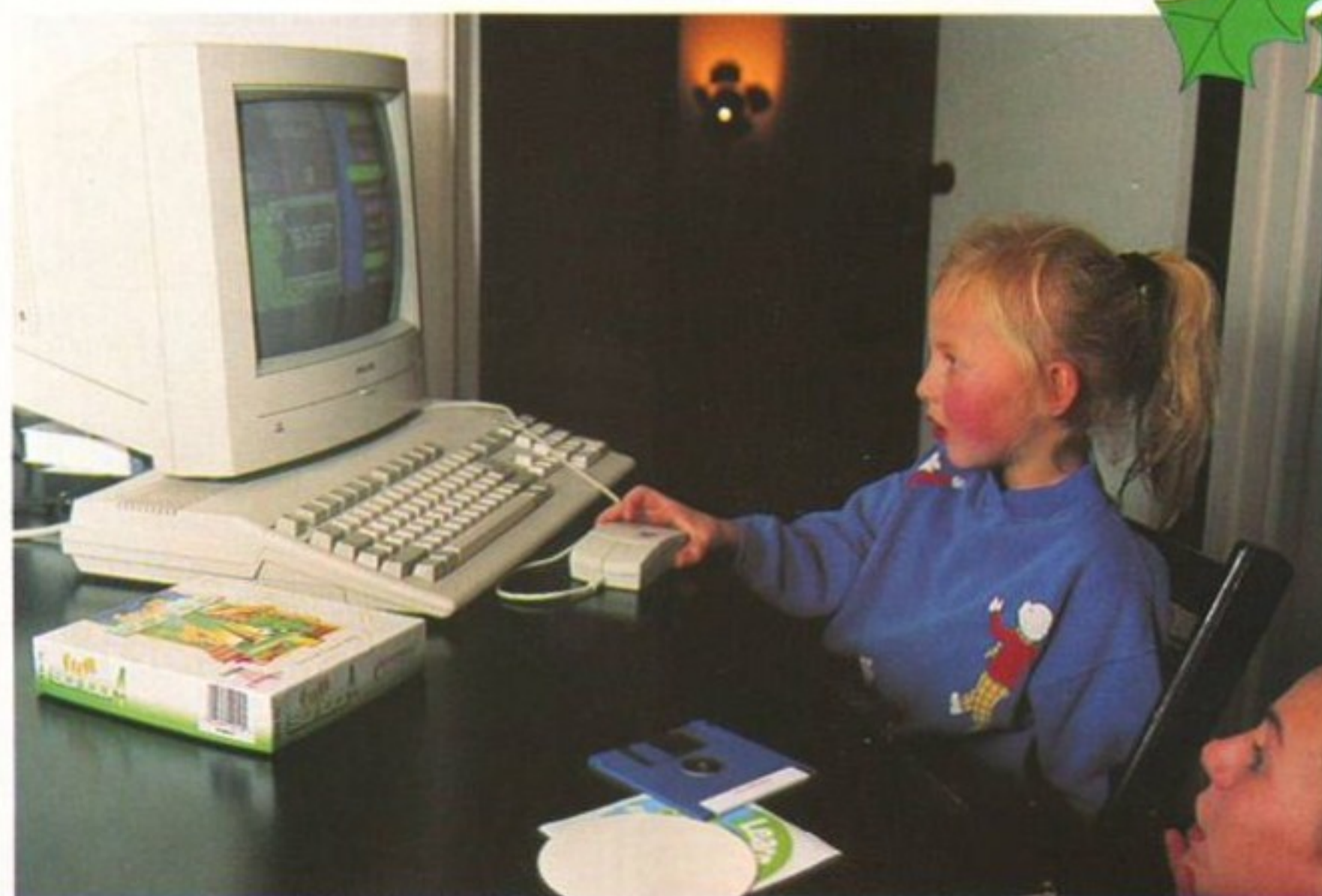
Naturally Teddy appears once again in the *Fun School* series, as in the preceding versions. He is a bit more of a dude, though, than Roosevelt's Ted. Yes, this Ted wouldn't look out of place in an EMF video as he dons a baseball cap and a pair of statutory Reeboks.

The idea of the program is that the parent or teacher sits with the child on the first time through the learning games. Obviously with pre-school kids you're going to have to take some time to go through key commands and mouse proficiency, but there is a uniformity throughout the range, with the same keys (space-bar and the return key) being used in the majority of the games in each age range.

Our test child, Holly, aged five-and-a-half soon grasped the rudiments of the programs (and the necessity to change disks for the other half of the games) and was soon ploughing through them by herself. She enjoyed the more fun levels out of the six that are included on the two disks, especially the painting section, which is called *Teddy Paint*.

The plot goes that Ted has come in from the playground, but kind old Teacher Ted has let them spend the rest of the morning painting - oh, wasn't life so easy then? It's simple enough to use: the computer screen represents your easel and a blank piece of paper. When you press Help, it will display what shapes and colours the different keys will produce.

So all our young Holly did was find a shape, which you can use in the same way you might a paint brush with the help of the mouse. This section is great for kids to explore the computer keyboard - it's not as though they can make any mistakes, or get themselves covered in paint so they can just be left to use their imaginations and produce their own pictures. There are three different themed pictures that they can work towards - Beach, Country and Playground - and they can produce their very own fields full of swings, roundabouts and psychedelic cows!



Holly, who is aged five-and-a-half is going through the levels of *Fun School*. One of the difficulties she had though, was with working the mouse: it's huge compared to her tiny wee hands.

Fun School 4

Under Fives

£24.99 ■ Europress



This is the Fun Train section where children have to match pictures and words. The train isn't quite as intelligent as Ivor though.

Find the missing number and Ted's will roll over and fall asleep, and not out of bed.



The other fun level is *Karaoke*, which Holly enjoyed, but she found it went too quickly for her to sing along with the eight nursery rhymes. A second level allows you to tap the rhythm at your own speed and is good for teaching about rhyme and listening to a beat.

The other four games are standard stuff. Each is divided into three or four difficulty levels, depending on how advanced a child is with reading and arithmetic.

The *Addition* section is set in the classroom and uses familiar pictures and numbers to help the child count up to nine. If he or she is successful in answering a question, a single Teddy per answer can leave the room.

The *Fun Train* section makes kids match words with pictures: hat, king, fish, boat and axe(!) are just some examples. If you get all the questions right you are rewarded with a nice little animation of the 'chuff chuff' pulling away with a hearty toot. Each level in every *Fun School* section has these dinky little animations which encourage the kids to get the answers correct so that they can see what Teddy will do next.

Extending your kid's vocabulary is taken one stage further with *Teddy's House*, where they learn different parts of the house as well as being encouraged to think about colours

The final game for the under fives is yet another numbers game and finishes off the whole thing quite nicely by requiring the child to guess what the number of the missing bedtime story book is. With each correct answer a little ted rolls over and goes to sleep. "Time for bed! (Boing!)" - as a certain red and yellow spring used to say...

Fun School 4

SPEED	● ● ●
Disk changing can be a pain.	
DOCUMENTATION	● ● ● ●
Excellent read-through booklet.	
ACCESSIBILITY	● ● ● ●
Any child will get something out of the program.	
FEATURES	● ● ● ● ●
A nice variety of different games.	
VALUE	● ● ● ● ●
As good value as a decent soot-em-up.	

79%



Primary Education in the comfort of your own home? **Gary Lord** gets ready for class, goes through some gruelling times tables and finds how much money he should be taking to the shops...

If you give Freddie enough money he can have his cake and eat it too. Just 10 pence? What a bargain!

The first is the story, the second is the parent-teacher guide which gives a breakdown of what each game is trying to achieve: for example, when Freddie is building the Log Cabin, the aim is to teach addition and subtraction up to 20, then 30, and the 2-to-12 times tables.

The Information Technology section is important in a computer package. The game here is *Typing* and it aims to encourage a child to understand the basics of a word processor. The aim of the game is to stop Freddie being harassed by a crocodile: by touching the appropriate keys on the keyboard you help Freddie hop away to the safety of the pond, but you've got to be quick, which encourages kids to learn where the letters are.

The other games are nicely done, with Freddie whizzing off on his credibility skateboard if you get the answers right in *Shopkeeper*. Kids have to work out if you buy some beefburgers for £1.72, and you pay with £2, how much change you get. The problem is, though, the kid not only has to do some hefty subtraction, but understand coinage as well: that there are 100 pence in a pound.

Opposites teaches that right is opposite to left, near to far, success to failure, truth to lies and so on (heavy stuff) and has some groovy frog-hopping animation. And finally *Library* sets the hapless task of filing all the books away in alphabetical order: which must be as popular with kids as doing the washing-up, but Freddie makes it a bit more fun!

Fun School will not actually teach your kids. It is an excellent package for revision and encouraging the child to want to learn more, but don't expect it to work miracles. If you get a question wrong it won't sit and explain why it's wrong and how to go about getting the question right next time – artificial intelligence hasn't got this far yet!

Fun School 4

Five to sevens

Educational Software ■ £24.99 ■ EuroPress

FREDDIE THE FROG is your guide through PondsVille Park. Yes, the fun for kids in *Fun School* is enjoying the characters and reading through each program with mum or dad. The set-up is the same as the other two in the series: six games with various difficulty levels to get through.

Following Freddie through his antics will still need parental supervision, however computer-literate your kids are, because some games are taxing for average five-to-seven-year-olds. The program follows the National Curriculum, but it seems likely that only a gifted six- or seven-year-old could complete some of the tasks. And what a horrible feeling of failure when they can't complete what appears to them to be a fun game.

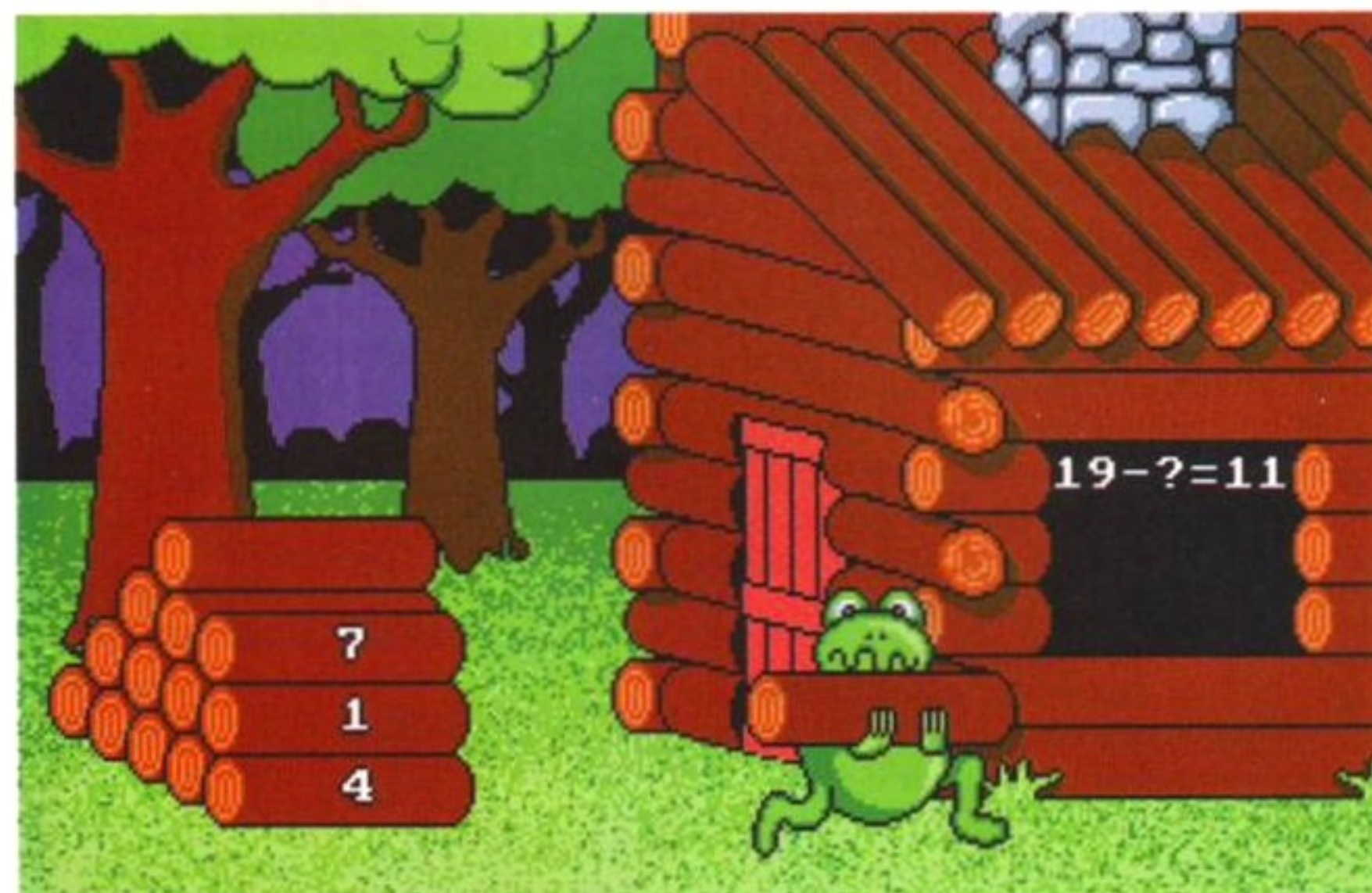
English, Maths and Information Technology (typing, basically) are core subjects covered. The *Basketball* game covers the alphabet and



The *Library* game gets harder by degree: it starts off with filing books by letter, but goes on to sort by book name and author. Sssh, quiet please!

counting. Filling in the missing letter from the alphabet is what's required. A colleague who was peering over my shoulder didn't immediately get it because the alphabet was in reverse order and with a couple of letters missing in the sequence. Putting the difficulty flaw aside, though, the program does flow along nicely, and is packaged very well. It comes with a glossy booklet divided into two sections.

The *Log Cabin* needs some finishing touches, and if you can help Freddie with his arithmetic it will make his job that bit easier...



Fun School 4: 5 to 7

SPEED	● ● ●
Not bad for two disks..	
DOCUMENTATION	● ● ● ●
The sections are nicely divided and easy to use.	
ACCESSIBILITY	● ● ●
It won't take long to become familiar with.	
FEATURES	● ● ● ●
Nice friendly characters and fun animation.	
VALUE	● ● ● ●
Well worth keeping your kids quiet with.	

AMIGA
Verdict
FORMAT
79%



The top end of the Fun School range takes in a couple more core subjects from the National Curriculum. **Gary Lord** stretches his grey matter over some taxing History and Geography lessons.

Just in time for European union, your kids can learn the major Euro currencies and flags, as well as learning a bit about long multiplication along the way.

maths tests. *Spy Travels*, works well: Sammy has to find his way to various continents, oceans, countries, cities, seas and major cities. Children will find this section difficult: there are many seas and rivers which I had difficulty finding the location of, but the program can actually show children where places are. If you've got to direct Sammy to the Pacific Ocean and you've placed him in the Atlantic, a compass pops up pointing you in the right direction. The infuriating thing is you have to be very accurate, so if you've got to locate Paris you have to put the cursor exactly on it, and the world map you are given is very small: there were some debates in the office as to where *precisely* it is, so children will have problems but will learn from their mistakes.

History and general knowledge will be useful depending on what eras children have been studying. *Desert Dates* for example asks questions like "When was the first public dentist opened". The thing is history is more than dates. It's not necessarily important to know the precise date when the first dentistry was opened but why it was opened: the effect on public health and the state taking more responsibility for its population: but this is maybe a slightly tricky topic for something at the level of *Fun School* to take on board.

As a whole, the series is very consistent and could be used through the majority of the child's formative years. It is nicely animated, the sound can become decidedly irritating, but no more so than some of the top shoot-em-ups. It's important to remember that they will help reinforce what your children have already learnt, and would be an excellent replacement to boring homework assignments. Beware of some of the levels in each age group: they can get quite advanced and they may in some cases teach many parents a thing or two.

AMIGA FORMAT

208

JANUARY 1992

Fun School 4

Seven to Elevens

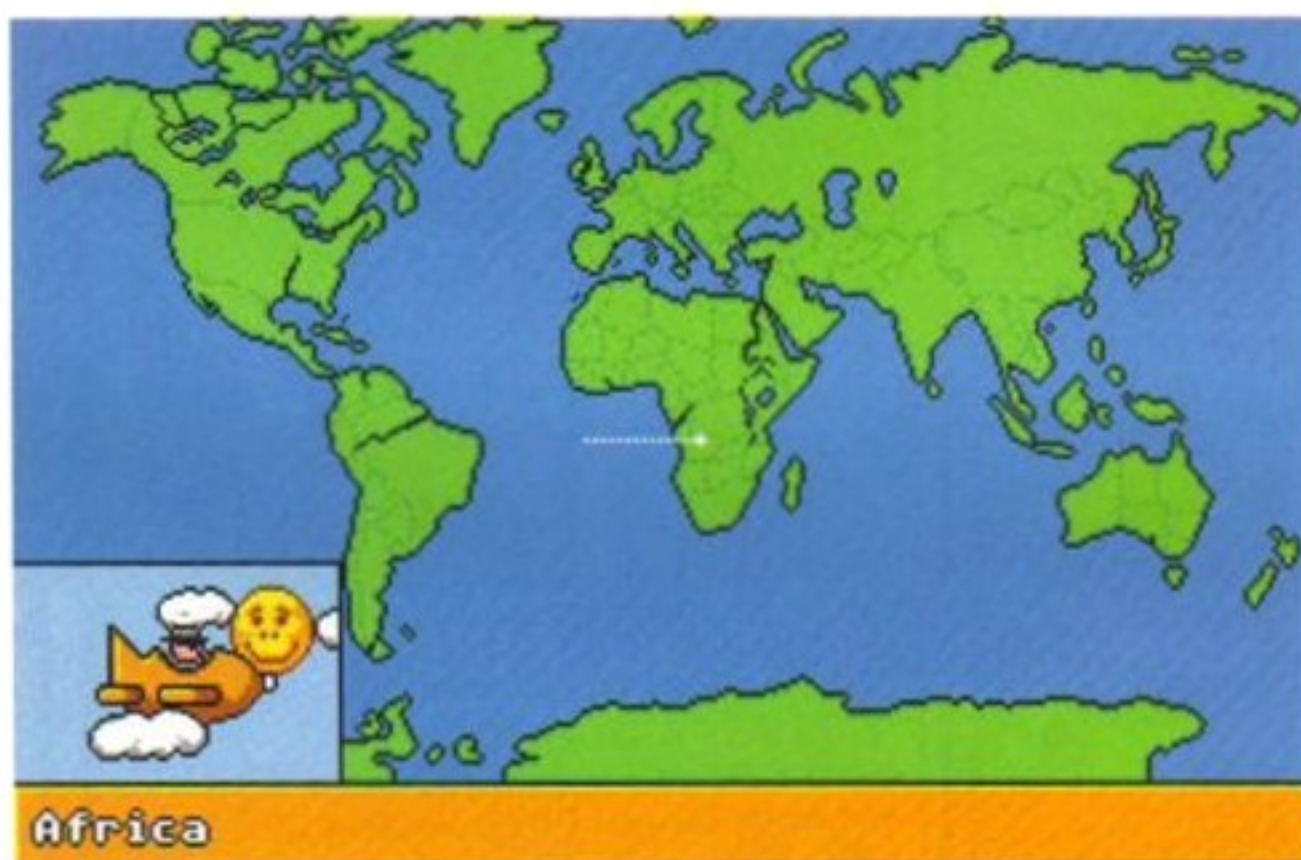
Educational Software ■ £24.99 ■ EuroPress

HERE IS THE first major change in the new *Fun School* series from the previous *Fun School 3*, because EuroPress have done a bit of market research and found out that Sammy the Spy, who is codenamed Agent Q, is far more popular than the poor rejected Robbie the Robot. But this has allowed for some excellent scenarios and animations involving Sammy as he spies his way round the world.

This section comes on just one disk, so there is no disk-swapping hassle, but it takes far longer to load each game when you hop in and out of each exercise. This is also the first time kids are introduced to Geography and History, about the age children in schools are going to be start learning about other countries and understanding about time and the past.

The mathematics section is the introductory section and is divided in to three different levels, based on Sammy who is chasing the double agent. In order to do this he must pass the proportions test set by the double agent, then he moves on to the laboratory where he has to collect a secret formula and find out the location of the final test. The maths tests are on proportions: for example there are 10 spies and Sammy has to work out how many of them have got moustaches. A selection of answers are given on screen and by using the cursor arrows its possible to swap the answers so that they are percentages, decimal values or fractions. If Sammy gets the answers correct then the double agent will pass him the secret message: the end-of-level animation.

The beauty of this section is the changeability of the answers: a child may find percentages easy, but have difficulty with decimal values, so they can interchange between the two and learn to become just as familiar with the second as the first.



The difficulty level again may well be quite taxing for some eleven-year-olds, but just because there are three tests does not mean every child who buys *Fun School* has to make it to the top levels of each section.

The other two maths levels are *Exchange Rates* and *Timetable*. The latter is excellent in helping a child understand time, and at the same time learn about addition and subtraction. This section is set in an airport departure lounge, and Sammy has to work out how long flights have been delayed for. Another important lesson for kids to learn about: sitting around in Gatwick wondering how much longer your flight is going to be delayed!

Exchange Rates may be a bit problematic because the figures kids will be dealing with are quite high, especially when you get involved with, for example, Italian Lire. Plus they will have to be able to recognise all the countries' currencies and flags.

EuroPress have had a bit of a challenge with the history and geography sections, because these aren't as easy to transfer to the computer as straightforward spelling and

In *Spy Travels* the world map is very small considering the precise locations you have to find in the later levels. Here Sammy is in his plane but when he's in a submarine you can only travel on the blue stuff (ie water).

Fun School 4: 7 to 11

- SPEED** ●●●
The older section takes a long time accessing on one disk: the others have two disks.
- DOCUMENTATION** ●●●●
Nicely divided into two sections: the first covers the stories, then the teacher-pupil stuff.
- ACCESSIBILITY** ●●●
Children will be able to be left by themselves once they're familiar with the set-up.
- FEATURES** ●●●●
Good animations, irritating sound, a nice updated character and story lines.
- VALUE** ●●●●
If you want to improve your kids' core subject understanding, you can't go far wrong.



79%



THE ULTIMA CONSOLE UNIT

Rigid, colour coded aluminium construction detachable, easy assemble side panels. 2nd drive aperture.

Excellent access and ventilation.

£34.95 inc P&P



THE LAP MAT

Simple design enables smooth, single handed mouse operation. Comfortably rests on operators knee. Supplied with or without mouse mat.

Lap Mat.... £6.95 inc P&P
Mouse Mat £2.45 inc P&P

ORDER FORM

Please supply Ultima Console/
Lap Mat/ Mouse Mat

I enclose cheque or P.O for £.....

Name.....

Address.....

**WESTLEY
DEVELOPMENTS
12 MENTMORE
COURTS
MENTMORE
LEIGHTON BUZZARD
BEDFORDSHIRE
LU7 0TZ**

Any enquiries please
ring **0296 681658**

Please allow 10 days
for delivery

PICTUREWARE[©]

"Incredibly Awesome".....*Amiga User International* ©N.J.N. Williams 1991
"Extraordinarily high quality...impressively clear images."...*Amiga Shopper*
"Digitization of the pictures is very impressive".....*New Computer Express*

Eight Disk Hyperdemonstration!
18 stunning pictures only £9.90 all in!!
A perfect product for your favourite paint program

Answer all your questions! Our Hyperdemo will astonish you. Using Gold Disk's Hyperbook, we have packaged our HAM&IFF demos with two catalogue disks, and a "special" disk with 12 super pictures on it (in IFF) for £9.90 all in!. No Amiga user should be without it!!

GIVE YOUR AMIGA A PRESENT THIS CHRISTMAS!!
ASTONISH YOURSELF FOR AS LITTLE AS £4.99

Our most popular Pictureware titles include:-

- Sunsets Disks 1&2
- Motorbikes Disks 1,2,3 & 4
- Compilation Disks 1&2
- The Nude Disks 1&2
- People Disks 1&2
- Hothouse Plants Disks 1,2&3

Over 50 disks now available!!!

**AS USED IN THINK
LTD.'S MOVE IT &
SLIDE IT PUZZLES!**

or HAM??



Pictureware Disks JUST £3.50 Each for 5+ Disks

- People Disks 1&2, Children Disks 1&2 **4 Disks £16:00**
- Motorbikes Disks 1-4, The Nude Disks 1,2&3, African Famine Disks 1&2 **2 Disks £9:00**
- African Animals Disks 1&2, Silverback Gorilla Disks 1&2, Views of Vietnam Disks 1&2, Edwardian Photos Disks 1&2 **1 Disk £4:99**

**Includes
VAT &
Postage**

- Hippos Disks 1&2
- Castles Disks 1&2
- Tall Ships Disks 1-3
- Aeroplanes Disks 1&2
- World Wildlife Disks 1-5
- Cuddly Toys Disks 1&2
- Hothouse Plants Disks 1-3
- Compilation Set Disks 1&2
- Marinas & Boats Disks 1&2
- Rocky Coastlines Disks 1&2
- Beautiful Sunsets Disks 1&2
- Household Objects Disks 1&2

Orders by post to:- **Nik Williams Broadcast**, Dept AF, Aspect House, 21 Brynmill Crescent, Brynmill, Swansea, SA2 0AL.
Orders normally dispatched same day
24Hr Credit Card Phone/FAX Hotline
0792 645946

(When ordering by telephone please wait for FAX tone to finish, at which point you'll be connected to our telephone system.)

Visa, Access
Cheques PO's
No cash please

**ONLY AVAILABLE FROM
NIK WILLIAMS
BROADCAST**
0792 470503

INCREDBLE NEW RELEASE

MATHS ADVENTURE

National Curriculum Maths for Ages 6 - 14

SUPER FREE GIFT
only for Kosmos mail order customers
**CASIO SOLAR
CALCULATOR**

Amiga only
Price £25.99
(inc. VAT and P & P)

Now you can learn, revise and check your progress in National Curriculum Maths in a way which is challenging and fun to do. The computer can automatically adjust the difficulty level so you will never be out of your depth, nor will it be too easy!

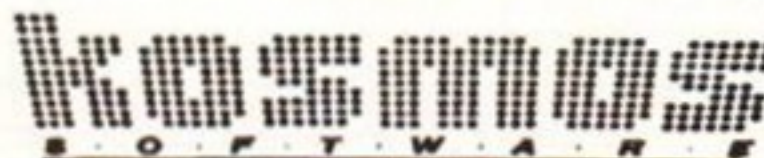
By solving the Maths problems and learning as you go, you face the challenge of the *four games* in the Adventure through Time. Start in the land of the cave man, and if you survive long enough, you can help Zen in his desperate struggle to defend a Martian city.

Topics included ...

- Times Tables
- Addition
- Subtraction
- Multiplication
- Division
- Fractions
- Decimals
- Using calculators
- Shape & Space
- Money problems
- Measurements
- Number patterns

Telephone or write for our FREE 20-page catalogue of educational and leisure software. Please state your computer type.

Kosmos Software Ltd, 1 Pilgrims Close, Harlington
DUNSTABLE, Beds. LU5 6LX
Telephone 05255 3942 or 5406



YOUR ONE STOP AMIGA SHOP

Software Bargains (limited stock)

TITLE	RRP	Our Price
Kick Off 2	19.99	10.99
Kick Off 2 (1 meg)	24.99	10.99
Chuck Rock	25.99	10.99
Strider II	29.99	9.99
Kindwords II	50.99	39.99
Deluxe Strip Poker	24.99	6.99
Dragon Breed	24.99	4.99
Back to the Future 3	25.99	6.99
Turrican II	25.99	9.99
KILLING CLOUD	25.99	9.99
White Death (1 meg War Game)	29.99	12.99
Atomic Robokid	24.99	4.99
Xennon II/Bombuzal (dual pack)	29.99	4.99
Manic Miner		9.99
Steve Davies Snooker	24.99	6.99
BETRAYAL (Microprose)	29.99	9.99
CHESSMASTER 2100 (1 Meg)	34.99	14.99
TNT Compilation - Hard Drivin - APB - Toobin - Xybots - Dragon Spirit	29.99	9.99
Carthage (Psygnosis)	24.99	9.99
Nitro (Psygnosis)	24.99	9.99
Daily Double Horse Racing	24.99	6.99
OMNI-PLAY HORSE RACING	39.99	12.99
Blitzkrieg (1 Meg War Game)	29.99	12.99

Mail Order software is by phone only due to availability

AMIGA Cartoon Classics Bumper Pack Offer

◆ Amiga A500 PLUS	329.99
◆ FULL 1 MEG MEMORY	99.99
◆ The Simpsons	24.99
◆ Captain Planet	25.99
◆ Lemmings	25.99
◆ Deluxe Paint III	79.99
◆ Zipstick Autofire Joystick	14.99
◆ Lockable Disk Box (80)	9.99
◆ 10 Blank disks + Labels	6.99
◆ De Luxe Mouse Mat	4.99
◆ Dust Cover	3.99
◆ Disk Drive cleaning kit	4.99

TOTAL PACK VALUE £632.88

Our Price £399.99

CUMANA AMIGA DRIVES

the BEST NAME in Disk Drives

- ◆ Legendary Quality
 - ◆ Great Styling
 - ◆ Total Compatibility
 - ◆ Fully Guaranteed
 - ◆ Outstanding Spec
- NOW Only £59.99**
Carriage & insurance £2.00

MEGADRIVE

- + SONIC THE HEDGEHOG
- + ALIEN STORM + Joypad + Japadaptor
- + Quickshot Python 3 Joystick



UK Version

£164.99
Carriage £5

AMIGA A500 PLUS 2 MEG UPGRADE

- * Brings your NEW AMIGA PLUS up to a full 2 Megabytes in seconds.
- * Easy to fit - DOES NOT INVALIDATE YOUR GUARANTEE.
- * RELIABLE, fast, high quality chips on a robust through plated P.C.B. Do not confuse with cheaper, inferior products.
- * Disable switch
- * No need for clock - on board clock now fitted in Amiga PLUS.

ONLY £59.99 +£2 Postage

Our Lowest Prices Ever

PRINTERS

All Printers with FREE Cable

star LC20

"Best Buy" budget printer.

Only £159.99

star LC24 - 200

Only £259.99

NEW COLOUR PRINTERS

star LC200

Only £219.99

star LC24 - 200

Only £319.99

EVERYTHING you could possibly need for your

AMIGA

Blank Disks

We sell only the highest quality blank media 100% certified and made in Japan. Each disk is guaranteed for life.

Unbranded BULK PRICES

50	£19.99
100	£37.99
10 with box (40) £9.99
10 with box (80) £12.99

Add £2 postage per order

SOFTWARE III SUPERSTORE III

Order HOTLINE (0782)204639

MAIL ORDER

Unit 7a Oldham St
Hanley
Stoke on Trent
ST1 3EY



STOKE-ON-TRENT

11 MARKET SQUARE ARCADE,
HANLEY, STOKE ON TRENT
MANAGER: ADRIAN
TEL: 0782 268620
OPEN 6 DAYS

ST HELENS

27 BALDWIN STREET,
MANAGER: ANDY
TEL: 0744 27941
CLOSED THURSDAY

STOCKPORT

6 MEALHOUSE BROW,
(OFF LITTLE UNDERBANK),
MANAGER: RAY
TEL: 061 480 2693
OPEN 6 DAYS

WARRINGTON

THE COURTYARD
50 HORSEMARKET ST
TEL: 0925 232047
MANAGER: ADRIAN
OPEN 6 DAYS

BOLTON

SHIPGATES
SHOPPING CENTRE
MANAGER: IAN
TEL: 0204 365851
OPEN 6 DAYS

Helping children write their own stories is taken one step further with this kid's animation package. **Gary Lord** creates scripts and animates some stories that would easily rival the BBC's Mr Benn...

THIS PROGRAM TAKES parenting and learning far beyond *Listen with Mother*, and is galaxies ahead of *Jackanory*. This storybook is, according to the authors (or should we say 'programmers') a very complex one.

Magic Storybook will help you get the most out of your Amiga, because at its most basic level it is a whole lot of fun: watching, and adding to, animated stories on your computer. But at its most difficult, it will probably stretch parents and children alike.

Its starting age is five. You start listening to the stories and watching the animations, and later adding sprites (people and objects) and noises to the stories. *Magic Storybook* also lets older kids add their own sprites, backgrounds, and even their own animations and story lines: serious creative writing.

Loading is a two-disk affair: the main disk and then the Books disk which contains five different stories (*Goldilocks*, *Robin to the Rescue*, *The Angry Dragon*, *The Selfish Giant* and finally *The Christmas Story*).

To help you is a very detailed 100-page booklet, which gives you a clue as to the depth of the program. Getting Started takes you through loading a story, step-by-step. And you will have to go through it with your child first, because there are so many different elements and mouse configurations which your average tot will not be able to work through.

The first tale, with the guide of the tutorial, is *The Angry Dragon*, and as when you click on the story the loading screen of the first page animates on the page: sprites run across the screen and cheers and roars blast out.

The screen is divided into three. The top third is the actual book where you will see the pictures and words. This resembles an open book with the other leaves of the book at the side: clicking on the next page with the mouse allows you to turn back and forth.

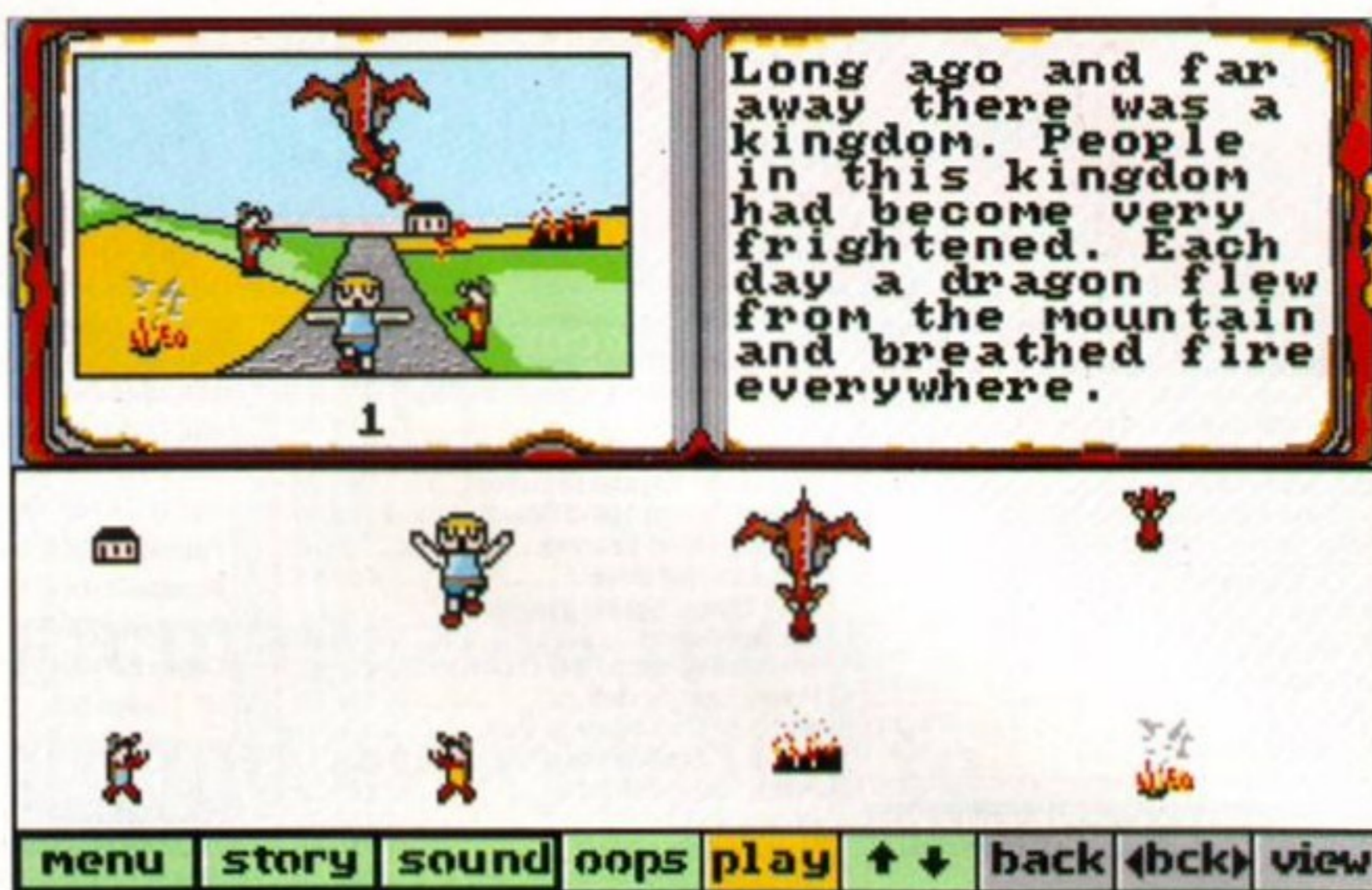
The next part of the screen is where you, the reader/ animator, come in. The sprites, sounds and words to put in your story will appear as you build up each tale. It's up to your child to continue the animation/pictures of the story after your first token animation.

The final third of the screen is the Main Menu Screen, which is the control area that lets you change between screens: whether you want to change the sounds, words or pictures, and allows you to access the Screen Editor

To start adding characters to your story you click the left mouse button for a selection of sprites. To get them in your animation you click a sprite and place it in the picture. If you click on 'oops' you can erase the characters that you don't want in your picture

Sprite priority checks that sprites that are highest in the picture are automatically moved furthest back and subsequently have the lowest

This is for our younger readers: they can pick where they want to pop a fire-breathing dragon, and help write the story and print it out to show their proud grandparents.



Magic Storybook

Education Software ■ £29.99 ■ Softstuff Software



This is the Screen Editor, which is only accessible for the over eights. Here you can add your own little touches to the backgrounds and sprites. Mouse commands can get confusing here.

priority – this adds real perspective to the animations, giving them a professional look.

There are nice little touches too: the mouse pointer is a green pencil when picking your sprites, but changes to a magic wand when using the menu. The magic part is when you play the animation, and the sprites come alive: dragons breath fire, clouds drift across the sky and giants stomp along.

It doesn't follow a specific educational structure, but allows children to be creative. At a basic level it helps teach sentence structure: presenting words to make up the story. These are colour-coded and help explain how a sentence goes together: verbs – doing words – are in red, nouns are in blue, describing words are in green and the rest are in grey.

Once your children have grasped adding sprites, sounds and words to animations, and wants to do more, they can have a go at adding their own sprites and backgrounds. This is aimed at eight-year-olds upwards and resembles an early paint package: the next stage on from here would probably be *DPaint*.

The Editing screen has three elements: the palette, 16 different colours; the menu strip, where you pick your tools depending on the shape you want to make: circles, lines and a

variety of sprites. Plus three main windows: Background is the current scene being animated; Sketchpad is the place to experiment with your own drawings; and the Scroll window is used to scroll sprites during editing.

The Editor is very complex and will take up a parent's time to become familiar with, so that you can help your child design its own stories. Children will need a real interest to get up to this level, which will take some time to become acquainted with. By the time they are capable of being left alone to add to current stories they might find it somewhat limiting with stories like *Goldilocks*, but they can then create their own material.

Plenty of thought has gone into *Magic Storybook*, but the Screen Editor is not very user-friendly and is too confusing for young children. But if you and your kids are prepared to persevere, plenty of fun can be had: if not you still get excellent value and younger kids will love playing and animating.

Magic Storybook

SPEED	● ● ●
Loading time is slow but no more so than most Amiga programs.	
DOCUMENTATION	● ● ● ●
Very in-depth, but by golly it needs to be because of some confusing commands.	
ACCESSIBILITY	● ● ●
Younger children with parental guidance will find it easy: but the Editor is somewhat complex.	
FEATURES	● ● ● ● ●
Enough to keep a child going right through to its primary years.	
VALUE	● ● ● ● ●
Good value for the basic stories, but if they ever update lets hope the Editor is simpler..	

(Verdic) 81% **AMIGA FORMAT**

Q. Which is the only Amiga magazine solely dedicated to using the Amiga as a serious computer?

Q. Which Amiga magazine takes 16 pages of each and every issue to answer readers' questions?

Q. Which Amiga magazine has monthly columns from some of the Amiga world's most respected writers?

Q. Which Amiga magazine gives you twice as much for less than half the price?

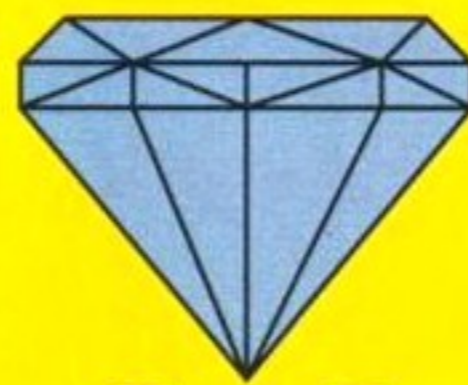
There's only one answer really...

**AMIGA
SHOPPER**

**ONLY
£1.25**

LATEST ISSUE OUT NOW

New Showroom
232 Tottenham Court Road
London W1



Upgrade your A500 PLUS to 1.5Mb for only £24.95

All AMIGA 500's are now the 500 Plus model.
Workbench 2 and the enhanced Chip Set.

DIAMOND

AS SEEN ON TELEVISION

COMPUTER SYSTEMS LTD

1Mb RAM **PACK** **1Mb RAM**
THE CARTOON CLASSIC PACK
AMIGA 500 PLUS

COMPRISING
Lemmings,
Captain Planet,
Bart Simpson.
+Deluxe Paint III
+ All AMIGA standard
features, Mouse etc.

ONLY **£359.00** INC VAT

Or with 8833 Mk II Monitor
+ F19 Promotion
ONLY **£574.00** INC VAT

**WE CANNOT BE BEATEN
ON PRICE**

LIMITED STOCK

1Mb RAM **PACK** **1Mb RAM**
DIAMOND CLASSIC PACK
AMIGA 500 PLUS

COMPRISING
Lemmings, Bart Simpson, Captain Planet, DPaintIII,
all amiga standard features.

BRAT, Shadow Of The Beast 2, Car-vup,
Corporation, Xenon 2, Back To The Future3,
Cadaver, Line Of Fire, Teenage Mutant Ninja Turtles
+ Top Quality Joystick.

ONLY **£399.00** INC VAT

Or with 8833 Mk II Monitor
+ F19 Promotion
ONLY **£599.95** INC VAT

**WE CANNOT BE BEATEN
ON PRICE**

LIMITED STOCK

1Mb RAM **PACK** **1Mb RAM**
**EVERYTHING BUT THE
KITCHEN SINK PACK**
AMIGA 500 PLUS

COMPRISING
Lemmings, Captain Planet, Bart Simpson,
+Deluxe Paint III.
+ All AMIGA standard features, Mouse etc.
+
Mousemat, Dust Cover, Joystick,
10x3.5" Disks, 1 Disk storage box,
Speedball II, Shadow Of The Beast II, Car Vup
Corporation, Xenon II, Back To The Future II,
Cadaver, Line Of Fire, Teenage Mutant Ninja
Turtles, St Dragon.

ONLY **£399.00** INC VAT

Or with 8833 Mk II Monitor
+ F19 Promotion
ONLY **£599.95** INC VAT

**WE CANNOT BE BEATEN
ON PRICE**

LIMITED STOCK

1Mb RAM **PACK** **1Mb RAM**
HOME OFFICE PACK
AMIGA 500 PLUS

9 PIN

COMPRISING
Lemmings, Captain Planet, Bart Simpson.
+Deluxe Paint III. + All AMIGA standard features,
Mouse etc.
+
The Home Office Kit
+
Seikosha 9 Pin printer

ONLY **£499.00** INC VAT

Or with 8833 Mk II Monitor
+ F19 Promotion
ONLY **£699.00** INC VAT

**WE CANNOT BE BEATEN
ON PRICE**

Add £100.00 for a colour printer!

LIMITED STOCK

1Mb RAM **PACK** **1Mb RAM**
BUSINESS PACK
AMIGA 500 PLUS

24 PIN

COMPRISING
Lemmings, Captain Planet, Bart Simpson.
+Deluxe Paint III. + All AMIGA standard features,
Mouse etc.
+
The Home Office Kit
+
High Quality OKI 24 Pin printer

ONLY **£599.00** INC VAT

Or with 8833 Mk II Monitor
+ F19 Promotion
ONLY **£799.00** INC VAT

**WE CANNOT BE BEATEN
ON PRICE**

Add £100.00 for a colour printer!

LIMITED STOCK

PACK
PHOENIX 590 HARD DRIVES

52Mb 3.5 1" 9ms IDE 0k	£399
52Mb 3.5 1" 9ms IDE 2Mb	£458
52Mb 3.5 1" 9ms IDE 4Mb	£499
52Mb 3.5 1" 9ms IDE 6Mb	£565
52Mb 3.5 1" 9ms IDE 8Mb	£599
80Mb 3.5 1" 9ms IDE 0k	£499
80Mb 3.5 1" 9ms IDE 2Mb	£558
80Mb 3.5 1" 9ms IDE 4Mb	£599
80Mb 3.5 1" 9ms IDE 6Mb	£665
80Mb 3.5 1" 9ms IDE 8Mb	£699
105Mb 3.5 1" 9ms IDE 0k	£599
105Mb 3.5 1" 9ms IDE 2Mb	£658
105Mb 3.5 1" 9ms IDE 4Mb	£699
105Mb 3.5 1" 9ms IDE 6Mb	£765
105Mb 3.5 1" 9ms IDE 8Mb	£799
210Mb 3.5 1" 9ms IDE 0k	£699
210Mb 3.5 1" 9ms IDE 2Mb	£758
210Mb 3.5 1" 9ms IDE 4Mb	£799
210Mb 3.5 1" 9ms IDE 6Mb	£865
210Mb 3.5 1" 9ms IDE 8Mb	£899

Add extra memory as well as a Hard Disk to
your Amiga 500; only from Diamond with
the new Phoenix 590 range.

LIMITED STOCK

The adventures of CAPTAIN DIAMOND



DON'T MISS THE COMPLETE CAPTAIN DIAMOND STORY NEXT MONTH!



**WANT A1500?
GOT A 500?**
All Prices Include VAT!



**SWAP IT
FOR ONLY
£499.00**



DIAMOND'S PART EXCHANGE CENTRE

AMIGA 1500 SPECIAL PROMOTION

Comprising THE NEW AMIGA 1500 PACK

AMIGA 1500 52Mb 9ms access hard disk driven by the NEXUS SCSI hard disk controller with 2Mb of RAM which can be expanded in 2Mb steps up to a maximum of 8Mb. The NEXUS also comes with suite of storage software utilities: Flashback, PowerBench, SmartCache, Spoolit, DiskSurgeon, InstantFormat, MemoryDoctor. Utilities to enhance the control of your SCSI Hard disks.

Software with the machine comprises DeluxePaint III, The Works, Home Accounts, 3 Games, Puzznic, Toki and Elf, and a book entitled "Get The Most Out of Your AMIGA".

ONLY **£999** INC

Or with 8833 MkII Monitor +F19 promotion

ONLY **£1199** INC

With Multisync Monitor and CBM Video Card (Flicker Fixer). ONLY **£1699** INC

The A1500 is one of the best kept professional secrets it seems. This workhorse regularly produces the press ads for DIAMOND including this advert. It is also central to the production of many game shows such as "CATCHPHRASE" and "ALL CLUED UP" to name but two. With AMIGA professional software costing a fraction of its counterpart on the APPLE MAC and PC, it must be the obvious choice for professional and leisure use.

DON'T YOU OWE IT TO YOURSELF

TO DRIVE THE BEST?

NOW YOU CAN WITH DIAMOND PX!

Full upgrade paths and trade-ins are available on your Amiga 500 from all our branches.

All you have to do is bring in your computer and any accessories and as long as it is in adequate condition then you can walk away with an Amiga 1500 for only **£399.00** INC VAT
P/X is available at all our branches.

Old 1500 base unit + software **£639**
Or with Mk 2 PHILIPS monitor **£839**
A1500/2000 plus: A1500 Software pack including The Works, Platinum Database, WP, Spreadsheet, Deluxe Paint 3, PLUS Sim City, Populous, Their Finest Hour, Battlechess, A-Z of computer jargon, Get the most out of your Amiga.



AMIGA 1500

A 1500 1Mb RAM, 3.5" floppy disk drive, base machine with 2x 3.5" floppy disks and new software pack **£599.00**

all above + Monitor **£799.00**

with XT Bridgeboard **£999.00**

INCREDIBLE PX OFFER

visit Mr. Diamond and discover what your A500 is worth in part exchange

XT Bridgeboard 5.25" floppy drive **£149.00**

AT Bridgeboard with either 3.5" or 5.25" floppy drive **£575.00**



AMIGA 3000

The NEW Commodore AMIGA

AMIGA 3000-25-100 25Mhz, 100Mb hard disk
An Incredible **£2395.00** INC

Mr Diamond Incredible Offer
Includes **FREE** 4Mb of Static RAM with 1950 M/sync monitor

Only 4 left!
£2595.00 INC VAT

Phone Danny on 071 580 4355

£199.95 for an additional 4Mb of Static RAM



AMIGA 1500

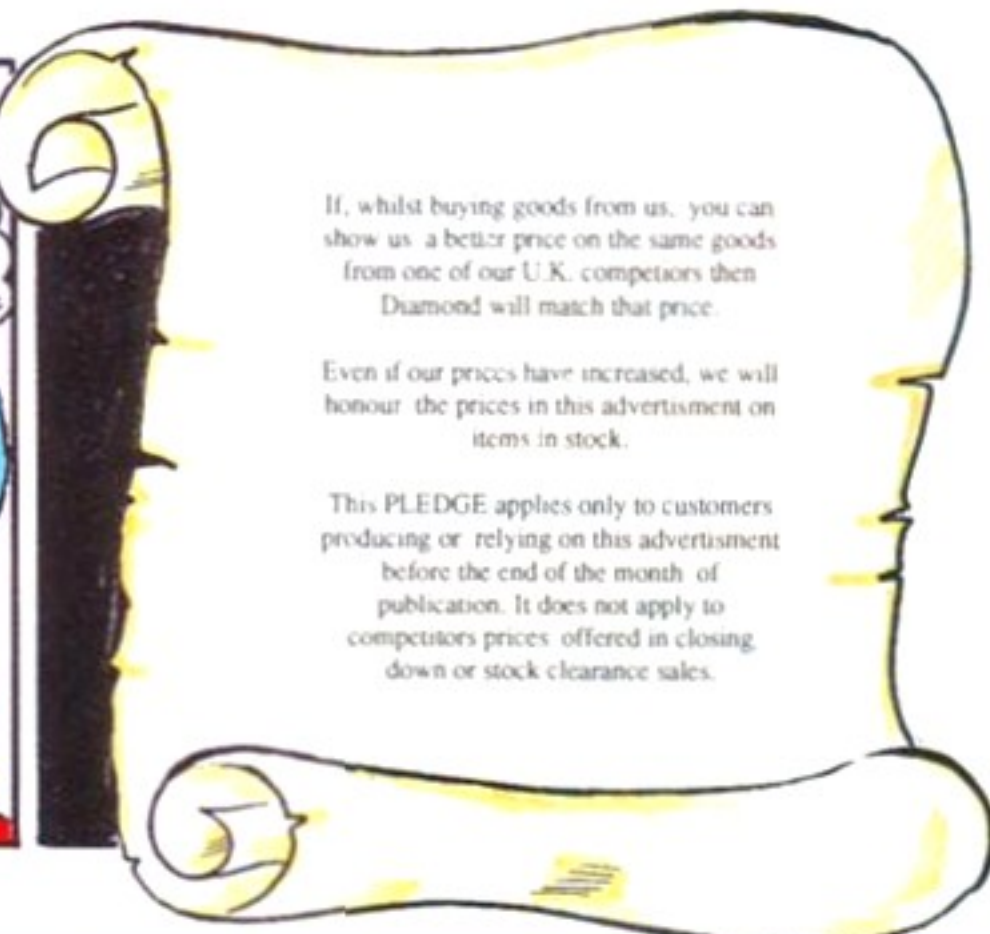
A1500 Software pack including:

The Works, Platinum Database, WP, Spreadsheet, Deluxe Paint 3, PLUS Sim City, Populous, Their Finest Hour, Battlechess, A-Z of computer jargon, Get the most out of your Amiga.

All this for an
INCREDIBLE **£599** INC VAT

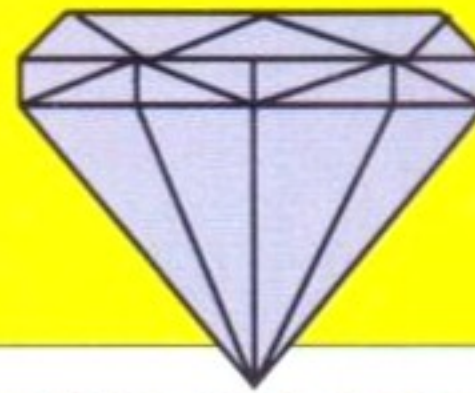
OR
ONLY **£399** when you P/X your old machine

BUY WHILE STOCKS LAST



CDTV at an incredible price of ONLY £499.

Don't miss all the Top Titles including **KARAOKE**.
All the fun of the party in your ownfront room this
Christmas.(Tottenham Ct. Rd. Only)



**BUY NOW & SAVE
MONEY THIS
CHRISTMAS**

CAPTAIN DIAMOND'S SUPER SPARES CENTRE

IVS TRUMPCARDS ONLY £99.95

The IVS Trumpcard is the top selling SCSI hard drive controller. Representing the latest in technology directly from the USA, it is the only controller to support IBM, Amiga and Apple MAC partitions on one hard disk. This allows you to run software for the three main hardware platforms on one machine. Only one computer can do this.

HARD DISK DRIVES SPARES

IMPULSE

IMP52S/LP 52Mb 9ms £229.00
IMP52S/LP 80Mb 9ms £369.00
IMP52S/LP 105Mb 9ms £399.00
IMP52S/LP 170Mb 9ms £599.00
IMP52S/LP 210Mb 9ms £659.00

SYQUEST

44Mb 28ms P.O.A. removeable cartridge drive

TRUMPCARD FOR ABOVE add £115.00

Internal A500 Disk Drive £41.95

Fatter Agnus £74.95

fitted by one of our qualified engineers

C.I.A. chips £14.95

A500 fixed repair cost £54.95

PHILIPS MONITOR

8833 MklI colour monitor
inc. dust cover and lead

+ F19 Promo only **£229.00**

MEMORY UPGRADES

for your A1500 or A2000 with the
ICD 8Mb RAM board

Bare Board **£81.00 Extra**
2Mb populated **£75.00 Extra**
4Mb populated **£149.00 Extra**
6Mb populated **£223.00 Extra**
8Mb populated **£295.00 Extra**

JOYSTICKS

Competition Pro **£7.99**, Competition Pro Extra
£13.49, Competition Pro Star Extra **£12.99**,
Quickjoy Jet Fighter **£13.99**, Quickshot 111A
Turbo 2 **£8.99**, Quickshot 138F Maverick1 **£12.99**,
Quickshot 130F Python **£9.99**, Stingray Handheld
£13.99, Turbo Joypad **£14.99**, Top Star **£19.99**,
Quickshot Starfighter remote +two joysticks **£29.99**

GVP PRODUCTS

A2000 COMBO 68030 accelerator card
33MHz with 4Mb RAM. **£1659.00**

A2000 30 4MB Upgrade RAM **£599.95**

A2000 HC/0 II Hard Disk controller able to
take 8Mb RAM. No Disk resident **£169.00**

A2000 HC8 +0Mb/0 II SCSI Hard Disk
controller 2Mb resident RAM, Quantum 200M
hard disk. **£899**

A3050 - 4/0 50MHz 68030 accelerator with
maths co-processor and 4Mb RAM **£2599.00**

A3050 -4/80Mb 50MHz accelerator card,
4Mb RAM and 80Mb Hard disk. **£2995.00**

A3050 -4/200Mb 50MHz accelerator card,
4Mb RAM and 200Mb Hard disk. **£3649.00**

A3050 -4/340Mb 50MHz accelerator card,
4Mb RAM and 340Mb Hard disk. **£4449.95**

A500 HD/40Q GS external SCSI port with
PSU, 40Mb drive, up to 8Mb RAM. **£659.00**

A500 HD8 +0/52Q external SCSI port with
200Mb drive, up to 8Mb RAM. **£699.00**

22/1 COMBO 2000 68030 accelerator card
22MHz, 1Mb RAM, SCSI port. **£949.95**

33/1/105Q COMBO 2000 68030 accelerator
card with maths co-processor, 4Mb RAM,
SCSI controller, 105Mb HD. **£2395.00**

33/4/200 COMBO 2000 68030 accelerator
card with maths co-processor, 4Mb RAM,
SCSI controller, 105Mb HD. **£2395.00**

A2000 030RAM/4 68030 accelerator card
22MHz, 4Mb RAM. **£999.00**

WE CANNOT BE BEATEN ON GVP

EXTERNAL DRIVE

3.5" external drive **£54.95**

GENLOCKS

Rendale **£119.95** CBM internal **£99.95**
G2 **£575.00** New Rootec **£119.95**

SPEED UP

your 1500, 2000 with a Co-Processor board.
Phone for details

SOFTWARE - CLUB MEMBER PRICES

Digiview Gold	£99.95	Pro Net Personal	£84.95
Pro Video Font 1	£29.95	Dos 2 Dos	£24.95
Pro Video Font 2	£29.95	Mac 2 Dos	£49.00
Pro Video Font 3	£29.95	Quarterback 4.3	£34.95
Pro Video Font 4	£29.95	Quarterback	
Pro Video Font 5	£29.95	Tools	£49.95
Pro Video Gold	£139.95	Crossdos V4	£24.95
Pro Video Post	£139.95	Desktop Budget	£19.95
Video Fonts	£44.95	ProPage2.01 with	
Can Do	£69.95	FREE Pro Draw	£169.95
A Talk III	£44.95	Video Titler 3D	£24.95
Draw 4D	£139.95	3D Text Animator	£24.95
Sculpt 3D XL	£84.95	Credit Text	
Sculpt Animate		Scroller	£24.95
4D	£239.95	Pageflipper Plus	£74.95
Sculpt Animate		F/X	
4D Jr.	£69.95	Pagerender	£74.95
BAD	£24.95	Art Department	£44.95
Pro Board	£239.95	Art Depart. Pro	£109.95
Pro Board		Pro Write 3.1	£79.95
Personal	£84.95	Bars & Pipes	£89.95
Pro Net	£239.95	Bars & Pipes Pro	£159.95

MULTISYNC MONITORS

High Res 14" colour **£349**
High Res 21" colour **£1599**
Microway Flicker Fixer **£149**
CBM Flicker Fixer **£199**

ICD PRODUCT LIST

ADIDE 40 INTERFACE AM2000 The IDE 3.5" hard disk controller which
fits under the CPU - It uses no expansion slots **£99.95**

ADIDE 44 INTERFACE AM500 The internal 2.5" hard disk controller for
the AMIGA 500 - includes cables and brackets **£119.95**

ADRAM 2080 Add up to 8Mb of internal RAM to the Amiga 500. It comes
0Mb populated. **£119.95**

ADRAM 505 0k Fits A501 slot adding up to 1Mb 0Mb populated **£29.95**

ADRAM 540 0k Fits A501 slot adding up to 1Mb 0Mb populated **£109.95**

ADRAM 560 D RAM Adds 2Mb to ADRAM 540 **£109.95**

ADSCSI 2080 0k A2000 SCSI hard disk controller up to 8Mb RAM **£185.95**

ADSPEED A budget 14.3MHz accelerator card **£239.95**

ADVANTAGE ADSCSI 2000 Hard Drive controller **£135.00**

FLICKER FREE VIDEO AM - Used with a VGA monitor and an AMIGA
500/1500/2000 will produce flicker free displays **£299.00**

HOST ADAPTER ADSCSI + ST The world's smallest host adapter for
adding a hard drive to a MEGA computer **£99.00**

NOVIA 201 AM - A 20Mb hard drive that uses an IDE interface to work
within the AMIGA 500 **£579.00**

NEXUS COMBO'S

High speed Hard Disk Controllers taking
up to 8Mb of on board RAM

Bareboard **£199.00**
52Mb Quantum 11ms **£399.00**
114Mb NEC 20ms **£689.00**

PRICES INCLUDE VAT



D501 512k RAM card + clock
ONLY £19.95

**ALL PRICES
INCLUDE
VAT**

**ALL PRICES
INCLUDE
VAT**

D501 512k RAM card +
Disk Drive ONLY £74.95

WE CANNOT BE BEATEN ON PRICE

CHIPS & DISKS

We only sell new chips

A590 Memory chips

- 0.5Mb £17.60
- 1.0Mb £35.25
- 2.0Mb £69.00

A590 2Mb Populated £328.00

8UP BOARD & CHIPS

Bare Board (0Mb) £81.00
add cost of RAM to your spec.

- 2Mb +£69.00 4Mb +£137.50
- 6Mb +£206.00 8Mb +£274.00

DISK CONTROLLER CARDS

The GRANDSLAM, new SCSI controller from IVS. Extra Parallel port - space for 8Mb on board RAM ONLY £235.00
NEXUS SCSI hard disk controller card - space for 8Mb on board RAM.
ONLY £199.00

The U.K. official importer

50 disks in 100 capacity box
ONLY £19.95

MONITORS

ALL PHILIPS U.K. MONITORS
HAVE 1 YEAR ON SITE
GUARANTEE + F19 Software



PHILIPS 8833(U.K.)
Colour Monitor with stereo sound
+ FREE LEAD & DUST COVER
+ F19 Promo Only £229.00

COME & SEE DIAMOND'S 20 INCHER

- DIAMOND Multisync Monitor Only £347.00
- COMMODORE 1084/s Only £229.00
- COMMODORE 1084/SD Monitor Only £239.00

DISKS

FOR A LIMITED PERIOD WE ARE SELLING HIGH QUALITY 3.5" SONY BULK DISKS AT ONLY £0.35 EACH

PRINTERS & cet.

- Seikosha 9 pin printer £114.95
- STAR LC20 £149.95
- Citizen 124D £199.95
- STAR LC24/10 £199.95
- STAR LC 200 Colour £199.95
- Swift 9 Colour £199.95
- STAR LC24/200 Colour £299.95
- Swift 24 Colour £299.95
- XB24-200 Colour £399.95
- XB24-250 wide carriage £499.95
- HP Paintjet £584.95
- HP Deskjet £349.95
- OKI 400 Laser £584.95

NEW DESKJET 500
Colour Printer
Come in for a FREE DEMO

SCANNERS

- Golden Image Scanner £129.95
- Sharp JX100 Scanner P.O.A.
- Sharp JX300 A4 Flatbed Colour Scanner P.O.A.

GRAPHICS TABLETS

- Podscat £249.00
- Podscat + XCAD Designer £299.00

NEW A1500
ONLY £599 OR £399 P/X
OR
with Mk II PHILIPS monitor £799
Or £599 P/X

P/X on you old Amiga 500

FROM 12TH OF JAN ALL BRANCHES WILL BE OPEN ON SUNDAYS 10am - 4:30pm

HOME OFFICE KIT ONLY £69.95 Word Processor, Spreadsheet, Database.

MEMBERS ONLY

ABACUS BOOKS - WITH 40% OFF

ADVANCED SYSTEM PROG. GUIDE AMIGA	£22.95	£18.47	AMIGA DISK DRIVES INSIDE & OUT	£22.95	£18.47
AMIGA 3D GRAPHICS PROG. BASIC	£14.95	£11.07	AMIGA FOR BEGINNERS	£22.95	£18.47
AMIGA BASIC INSIDE & OUT	£14.95	£11.07	AMIGA GRAPHICS INSIDE & OUT	£22.95	£18.47
AMIGA C ADVANCED PROGRAMMERS	£22.95	£18.47	AMIGA MACHINE LANGUAGE	£22.95	£18.47
AMIGA C FOR BEGINNERS	£14.95	£11.07	AMIGA PRINTERS INSIDE & OUT(+VAT)	£22.95	£18.47
AMIGA DOS INSIDE & OUT	£14.95	£11.07	AMIGA SYSTEMS PROG. GUIDE	£22.95	£18.47
AMIGA DOS QUICK REFERENCE	£8.95	£5.37	BEST AMIGA TRICKS & TIPS(+VAT)	£22.95	£18.47
AMIGA DESKTOP VIDEO GUIDE	£14.95	£11.07	MAKING MUSIC ON THE AMIGA(+VAT)	£22.95	£18.47

MEMBERS ONLY

- Diamond Computers
121 Regents Street
Leamington Spa - Warks
TEL 0926 312155
FAX 0926 883432
- Diamond Computers
144 Ferry Road
EDINBURGH-Scotland
TEL 031 554 3557
FAX 031 554 3557
- Diamond Computers
1022 Stockport Road
MANCHESTER
TEL 061 257 3999
FAX 061 257 3997
- Diamond Computers
232 Tottenham Ct Rd
LONDON W1
TEL 071 580 4355
FAX 071 580 4399
(RETAIL ONLY this branch)

HOW TO ORDER

Simply telephone through your order, giving your Access or Visa card Number or send a cheque or postal order to your Local Dealer. All prices include VAT unless otherwise stated.
Courier Service Delivery £11.75

Please allow 5 working days for cheque clearance.
Bankers drafts clear on the same day
ALL POSTAL ORDERS TO OUR ROMFORD BRANCH ONLY PLEASE.

All prices are correct at time of going to press but may change without notice.

THE DIAMOND PRICE PLEDGE

If, whilst buying goods from us, you can show us a better price on the same goods from one of our U.K. competitors then Diamond will match that price.

Even if our prices have increased, we will honour the prices in this advertisement on items in stock,

This PLEDGE applies only to customers producing or relying on this advertisement before the end of the month of publication. It does not apply to competitors prices offered in closing down or stock clearance sales.

- Diamond Computers
84 Lodge Road
SOUTHAMPTON
TEL 0703 232777
FAX 0703 232679
- Diamond Computers
406 Ashley Road
POOLE - Dorset
TEL 0202 716226
FAX 0202 716160
- Diamond Computers
443 Gloucester Rd
BRISTOL
TEL 0272 522044
FAX 0272 521738
- Diamond Computers
1045 High Road
Chadwell Heath - ROMFORD
TEL 081 597 8851
FAX 081 590 8959



There are a multitude of genlocks arriving on the Amiga scene. But which one do you need?

Gary Whiteley has rated and reviewed a broad selection that will satisfy both the hobbyist, who just wants to add scrolly credits to their sister's wedding video, or the hearty professional who wants to get down to some serious animation and graphics on the latest corporate promo.

The Gen on Genlocks

AMIGA FORMAT

218

JANUARY 1992

A MISCONCEPTION about genlocks is they are merely devices for overlaying, or as it is termed in video-speak, 'Keying', graphics on to video by replacing a specific colour, usually the 'background' with the video signal. This is not really true. In the video world a genlock is used for synchronising one video source (a camera, VCR, video disc or another computer) to another so that mixing, editing or other effects can be achieved.

Amiga genlocks are produced with the idea of adding graphics (captions, titles, animations etc) to video signals, though many now offer additional facilities such as colour splitting, video processing and effects. These extras are not necessary for genlocking but might well be useful where extra creativity is concerned.

With new video formats like S-VHS and Video8, and increasing popularity of broadcast systems such as M2 and Betacam, the range of genlocks has widened to encompass the higher-quality component signals (Y/C, YUV and RGB) as well as the traditional composite (CVBS) ones, while prices have fallen as quality and features have increased.

How does a genlock lock then? In order to get one video signal keyed on to another it isn't enough to simply add them together. Levels need controlling, as do the times when the signals coincide. Timing is crucial to television – and I don't mean getting the news on at Ten – otherwise we wouldn't have the illusion that we perceive as moving pictures.

A UK television picture, called a 'frame', is made up of 625 horizontal lines of picture information. Each frame's subdivided into two 'fields' of 312.5 lines each, the first is composed of all 'odd' lines (1st, 3rd, 5th etc) and the 'other' of all the even ones, though numbering is regarded as being by field, rather than frame. So the lines in the 'odd' field are numbered one to 312.5 and the even 313 to 625. The fields are displayed in rapid succession – first odd, then even, with each display lasting only one 50th of a second – at this

speed the brain perceives the two fields as being 'interlaced', resulting in one image. Since there are 25 of these frames a second, the illusion of movement is easily created.

If you were wondering why they are displayed 50 fields a second, it's because UK 240V electrical supply runs at 50Hz, making it the ideal master 'clock' for the system. Similarly, in America, where there is a 110V supply with a 60Hz frequency the NTSC (American TV standard) system runs at 60 fields (30 frames) a second. These timing differences are why American equipment and signals cannot be directly mixed with PAL (the UK standard) equipment.

It is important, with split-second timing, that additions to a video signal, must be timed to coincide with the lines and fields of that signal. Since the start of each line and field are identified by electronic markers (known as line sync and blanking respectively) you can use them like a clock to set the timing, instead of using the Amiga's own internal clock. A genlock's purpose is to slave the computer to video (by GENERating LOCK), so any graphics produced by the Amiga will be synchronised to the video signal arriving at the genlock.

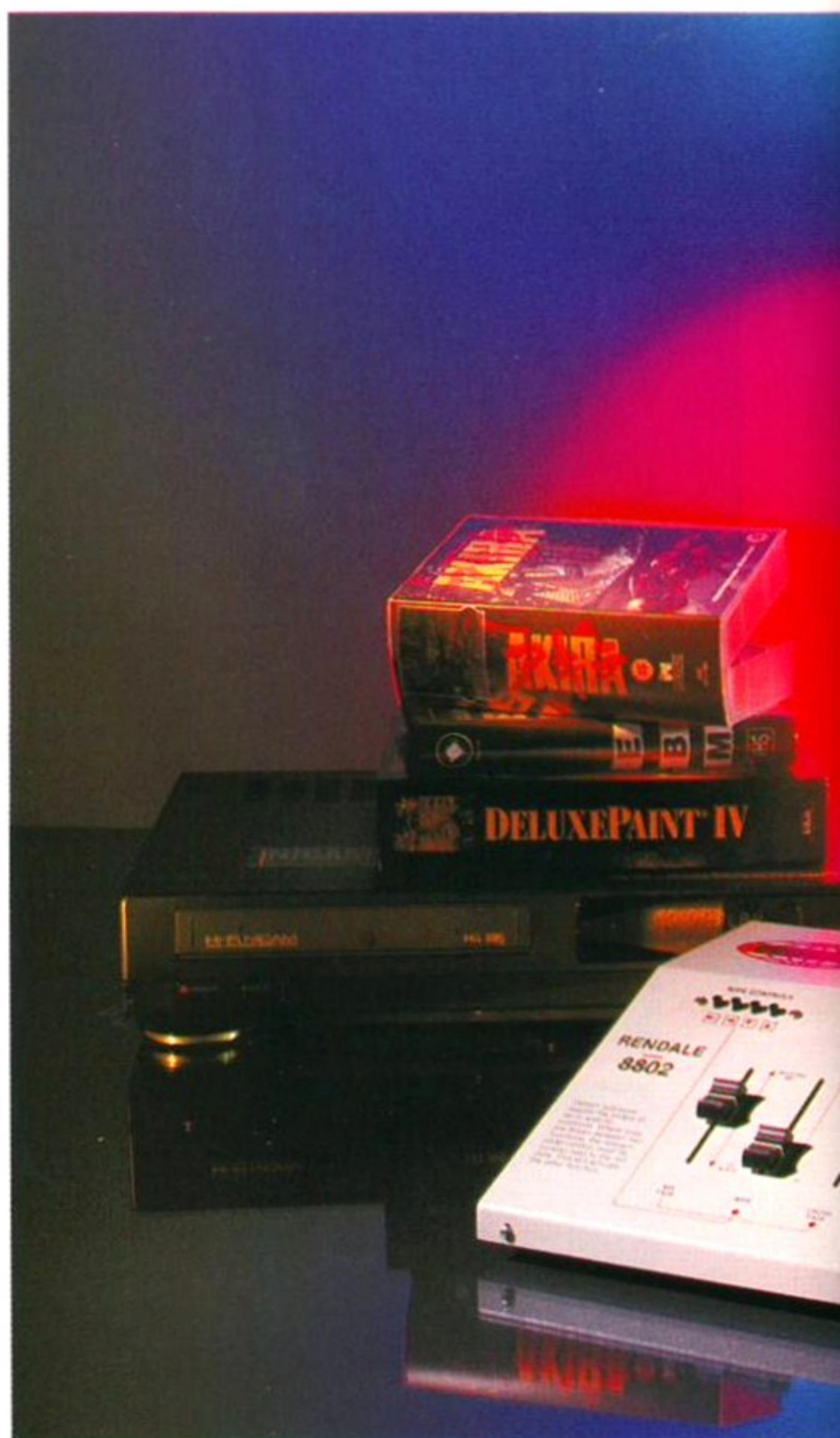


A television picture is made up from two fields, normally they would not be displayed together like this but shown consecutively for one 50th of a second each (and at full-screen width). In the centre is how the resulting interlace is seen, giving the illusion of one coherent, whole image - the frame.

Thus line one of the Amiga signal will coincide with line one of the video signal, frame one with frame one and so on. And with both signals in sync effects such as overlaying, mixing and fading can be correctly made. The mixed image can then be output to a video recorder, for instance.

Now, all this is very well, but what happens when the video input is substandard? If, for example, a poor quality VHS tape is being played on an old VHS machine – and some of the sync information is lost. When the genlock receives poor information it cannot always lock the Amiga up, and instability can occur. No matter how good a genlock is, the quality of the incoming video signal is critical.

Always remember every time a video signal is processed (unless it's entirely digital) you're going to lose quality. Systems with lower bandwidths (ie less room for information on the tape) like VHS will inevitably lose more than higher bandwidths (such as Betacam) and composite signals will degrade faster than component ones like S-VHS or Hi8. Similarly, poorer quality (though not always cheaper) genlocks can spoil your signals. Because all genlocks are connected to the RGB monitor



Rendale Super 8802

Marcam Ltd £599.99 ■ Marcam ■ 0602 790466



RENDALE'S NEW GENLOCK is aimed at the semi-professional/professional market, going by the price and the S-VHS features. Surprisingly it arrives as two boxes! Along with a modified 8802 genlock you also get a larger, wedge-shaped box with knobs on. This is the mix/fade/wipe controller and it connects directly to the genlock unit via a length of cable. It wasn't long, though, before I was having problems. The integral RGB ribbon cable from the 8802 is very short, which causes problems getting it to sit safely on the desk - especially if you have a 1500 or 2000 and a standard size desk. And if you're thinking of getting a 3000 Tower you'll have to prop the 8802 up if you want to connect it.

The rest of the connections are straightforward. Connect a video input to the mixer unit (either S-VHS or PAL composite), then connect the video output, hook the RGB back out to the Amiga monitor, connect the genlock and plug in the power. Switch on your Amiga and you're ready to go. Note that while both S-VHS and composite inputs and outputs are available you can only have one input in use at a time (selected by using a slider switch) although both S-VHS and composite outputs can be used simultaneously.

The separate mixer/fader/wipe unit has a host of knobs and switches on-board. There are four different sliders that are marked (from left to right) Mix Fade, Wipe, Cross Fade and Input Fade. There are also four small push switches which are used to select the current wipe pattern. Lastly there is a rotary switch for selecting the key mode (Foreground mode 1, Background, Amiga Only, External Video or Foreground 2).

With such a wealth of controls come plenty of permutations which are achieved by a mixture of sliders and switches. There are 16 wipes available, all of the straight-edged, vertical or horizontal variety and the various combinations of switching each results in a different wipe being produced - ranging from

plain up, down, left or right to corner boxes and finally square to centre when all four basic shapes are combined.

During fading the position of one slider may not only affect the outcome of another but give rise to combinations of Amiga/Video which could be either wipes, keys or key-wipes, Amiga-only or Video-only faded to or from black. And here's another small gripe - the good-looking crinkle finish of the case interferes with the sliders and makes smooth fading harder than necessary.

Well, what about the quality? OK, in general it's good, but it is disappointing to see ghostly-wipe edges (appearing as dark and light lines) when they really shouldn't be there. This apparently can be corrected, but the unit would have to go back and be disassembled to make the adjustments. There was also some digital break up on the edges of wipes left mid-screen. Otherwise, though, keying is good and all the controls are simple to use, once you have a grasp of their functions, though the selector switch has several positions which aren't marked, but still selects signal positions.

Overall I wish I felt better about this genlock than I do. Sure, it works pretty well, but why the two boxes? Presumably they are for upgrading existing 8802 owners. The connecting leads are so short that everything may as well all be in the same case - there certainly seems to be room! The build quality appears high and the documentation is generally good, though there is a lack of detail about all the functions of the control unit. Also the range of wipes will only have a limited use, especially without any positioning control. So I reckon there's room for improvement yet.

If you already have an 8802 genlock and wish to take the upgrade path to the Super 8802 you can do this for £420.00. You'll also have to return your 8802 to Marcam for modification.

port you may find sometimes you cannot use a 1084 monitor, for instance, as the RGB information is not returned through the genlock for subsequent reconnection to the monitor.

If that's the case you'll have to use a composite connection (the video output from your record VCR will do) and the image quality on your monitor will be reduced, making graphics creation more difficult. Degradation is a problem only overcome by using higher standard, wider bandwidth equipment or by the use of expensive video processing equipment.

There are now genlocks available which run the whole range of tastes and pockets, but any genlock for the Amiga requires at least three basic things - namely connections for Amiga graphics in, video in and mixed video out. From simple beginnings there is ample scope to add all sorts of extras - software control, video effects, signal processing, RGB splitting for digitising, various input and output formats etc. And whilst many of these functions could be of great use in the right circumstances, you may not actually need any of them for the work you want to do.

All the genlocks reviewed here are external - they plug into the RGB monitor output of your Amiga and should work with any Amiga.

Some genlocks use phono connectors for video (the type commonly found in hi-fi systems). These tend to be more difficult to use and are less effective than the usual BNC connectors used in most professional equipment. Phono culprits include MiniGEN, RocGen and PAL genlocks.

ABSOLUTE BEGINNERS

Genlocks are an integral part of what's called 'desktop video'. This threatens to do to video graphics, animation and titling what desktop publishing has done to the world of journalism and printing: taking it out of the hands of 'pros' and thus allowing the enthusiast to do a professional job, but with just the aid of a home computer at the comfort of their own desk.

What a genlock does in simplistic terms is it takes the two signals: the one that's coming out of the Amiga (your video titles or graphics), and the signal of the VCR (the video you want to add them to) and mixes these two signals together, so that they are synchronised. A term that is often used is a 'video source' which is just a techie term for referring to the Amiga or a video tape or recorder.

Rendale Super 8802	
QUALITY	● ● ●
Could be improved.	
DOCUMENTATION	● ● ● ●
Skimpy on some details, otherwise good.	
ACCESSIBILITY	● ● ●
Awkward cabling.	
FEATURES	● ● ● ●
Well equipped.	
VALUE	● ● ●
Comparatively overpriced.	

Verdict **69%**

THE ESSENTIAL PACKAGE FOR ALL YOUR BACK-UP NEEDS

FREE!! CATALOG DISC WITH ANY ORDER

PRESENTS
MAC II BACK-UP

END OF ALL BACK-UP PROBLEMS

FOR ONLY
£39.95
INC. VAT & P/P

THE MOST POWERFUL SOFTWARE BACKUP SYSTEM EVER PRODUCED FOR THE A500
THERE IS NO SOFTWARE YET PRODUCED THAT CANNOT BE BACKED UP USING THE MAC II SYSTEM

OUTSTANDING FEATURES

- The most comprehensive back-up utility ever!
- Optimisation and data verification for fast loading
- Also backs up other formats: IBM, MAC, ATARI etc.
- Menu driven options which make it easy to use
- Also available for A1500/A2000
- Quick and easy to install (second drive required)

ROCTEC

SLIMLINE DISC DRIVE
ONLY £59.95
ROCTEC DISK DRIVE
+ MAC II
+ UTILITIES DISK **ONLY £99.95**

MAC II UTILITIES DISK
BACK UP OPTIMISER, SPEED CHECK
AND ALIGNMENT CHECKER **£19.95**

ORDER MAC II BACK-UP NOW AND YOU WILL NEVER HAVE TO PURCHASE ANOTHER BACK-UP UTILITY AGAIN

1988 COPYRIGHT ACT. ASHCOM neither condones or authorises the use of this package for the reproduction of copyrighted material. The facilities offered by MAC II are designed to reproduce users own software, PD software & other such programs where permission has been clearly given. It is illegal to make copies of copyrighted material without the permission of the copyright holder or the licensee thereof.

NEW PRODUCT

A502 PLUS 1 MEG RAM EXPANSION
for the new A500 PLUS. Ultra compact design using latest DRAM technology, will give you 2MB of CHIP MEM. Will not invalidate Commodore warranty, fits in trap door.
£59.95^{inc.}

NEW LOW PRICE

512 K RAM **£19.95**
EXPANSION **£21.95**
Clock Version

NEW PRODUCT

AX508 8 MEG EXTERNAL RAM EXP £399.00
AX504 4 MEG EXTERNAL RAM EXP £269.00
AX502 2 MEG EXTERNAL RAM EXP £179.00

A500 1.8MB EXP	£139.95	AUTOMATIC MOUSE/ JOYSTICK SWITCHER	NEW
44256 DRAMS	£ 4.50		
SIMM'S IMEGX9	£ 33.00		
ASHCOM MEGA UTILS DISC	£ 2.95	ONLY	£14.95
SQUIK MOUSE	£ 14.95	+ SQUIK MOUSE	£24.95
ANTI-CLICK/ BOOT SELECTOR	£ 19.95		

BEELINE
STEREO SAMPLER

STUDIO QUALITY STEREO SOUND SAMPLER FOR THE AMIGA

- INCLUDES SOFTWARE
- WORKS WITH ALL KNOWN SAMPLER SOFTWARE
- EASY TO INSTALL, JUST PLUGS IN

ONLY £24.95

2 YEAR WARRANTY ON ALL PRODUCTS. ALL PRICES INCLUDE VAT & P/P ORDERS. NORMALLY DESPATCHED IN 24 HRS.

Only from ASHCOM, DEPT AF1, 10 The Green, Ashby-De-La-Zouch, Leicestershire LE6 5JU
MON-FRI 9.00-5.30 Telephone: (0530) 411485 (24 hrs) Fax: (0530) 414433 SAT 9.30-4.00

MiniGEN

ASDL ■ £99.95 ■ 0724 280222

MiniGEN

QUALITY

Acceptable enough.

● ●

DOCUMENTATION

Informative but somewhat lightweight.

● ●

ACCESSIBILITY

Straightforward enough to get your head round.

● ● ● ●

FEATURES

Basic, but what do you expect for the price.

● ● ● ●

VALUE

Entry-level unit.

● ● ● ●

AMIGA
Verdict
FORMAT

65%



This is a rather small device which looks strangely like a Commodore modulator and plugs into the RGB port in the same way. The MiniGEN has video in and out, no RGB pass through and a single three-way switch for selecting Amiga, Video or mixed signals, simply using Colour 0 as the Key Colour. One of the

most basic designs of the current crop, the MiniGEN is obviously designed to be easy to use and, if you own an A500, it probably is. Others may experience some difficulty getting at the selector switch when the MiniGEN is plugged in behind a larger Amiga.

If you want to see what you're doing on your usual Amiga monitor then you will have to connect an output from your video recorder. For the price the quality is OK and as an entry level unit the MiniGEN may be worth considering.

Rocgen RG300C

RocTec ■ £119 ■ Silica 081-309 1111

RocGen RG 300C

QUALITY

Not at all bad.

● ● ● ●

DOCUMENTATION

The basic instructions that you need.

● ● ● ●

ACCESSIBILITY

Simple enough to set up and control.

● ● ● ●

FEATURES

Unfortunately it lacks RGB pass through.

● ● ● ●

VALUE

Good value for a budget genlock.

● ● ● ●

AMIGA
Verdict
FORMAT

72%



This is slightly more up market than the MiniGEN, and offers more features and far easier connection, but still lacks the RGB pass through. Instead of being plugged straight into the Amiga's RGB port the Rocgen is connected by a sturdy cable that's a couple of feet long. In addition to the output selection switch the

hardback novel-sized RG300C has a fader control which is used to either crossfade between Amiga graphics and video or to fade the keyed graphics up and down over video – depending of course on how the switch is set.

The result is that you can be more creative with the Rocgen than the MiniGEN, with fade and key levels at your command. At this price you will be surprised at the output quality of this genlock and, with a little practice, the fade control can be used smoothly to produce good results.

Rocgen Plus

RocTec ■ £199.99 ■ Silica 081-3091111

RocGen Plus

QUALITY

There is definitely room for improvement.

● ● ● ●

DOCUMENTATION

Not available with review unit.

● ● ● ●

ACCESSIBILITY

No problems setting up at all.

● ● ● ●

FEATURES

Fine if it's for general use.

● ● ● ●

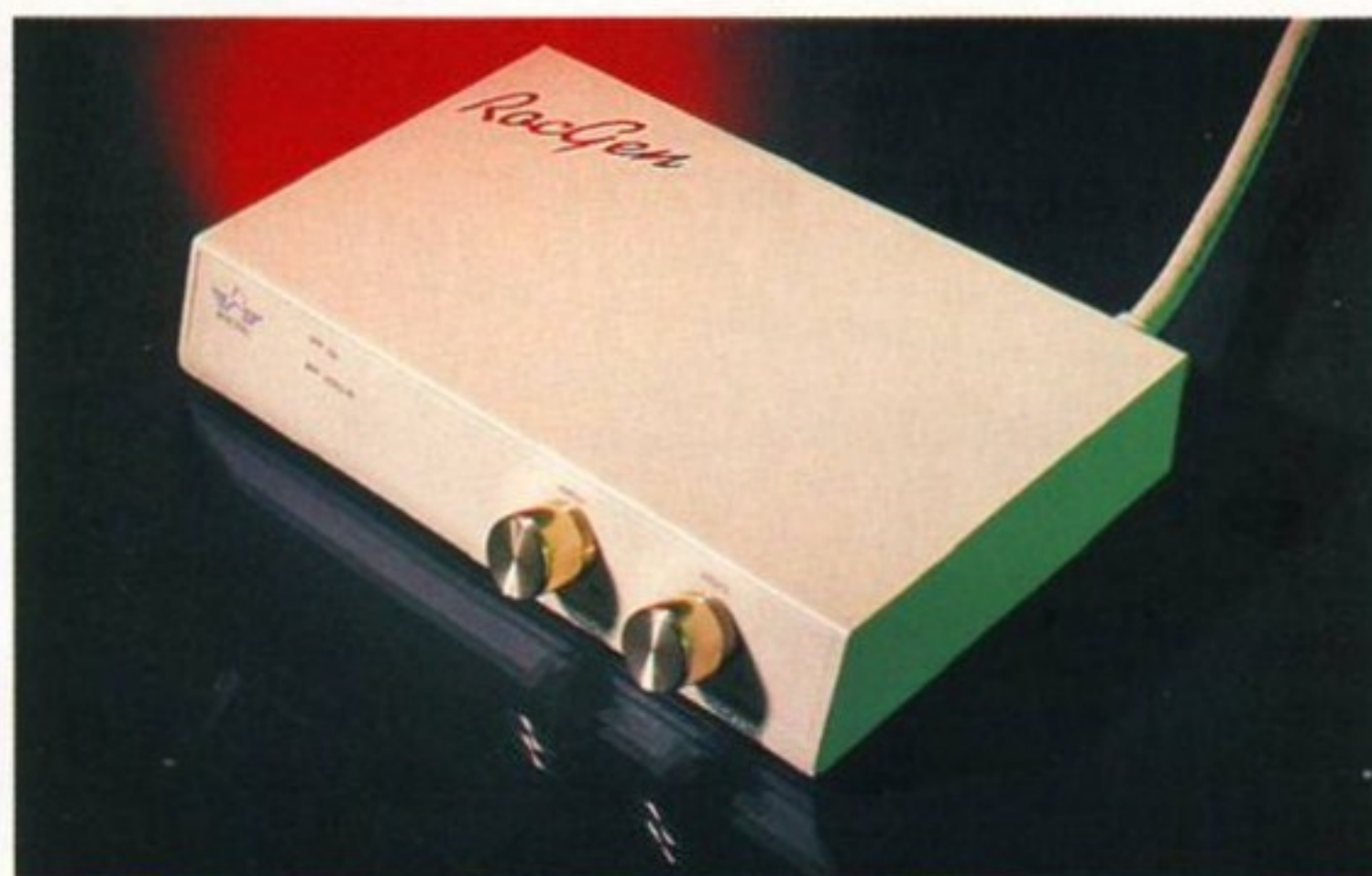
VALUE

The reduced quality reduces value.

● ● ● ●

AMIGA
Verdict
FORMAT

70%



Slightly larger than the original this new device has more connections and more controls. RGB pass through has been added (a definite plus), as well as a second rotary fader. The Input video can be looped out again, providing extra monitoring capabilities. There's also Key Video input and again there's a 12V DC input for external power.

I was initially disappointed, but after some internal adjustments I produced an acceptable output quality that was superior to the original. Controls are smooth, though possibly a little limiting as they are rotary knobs. As with the other original Rocgen, video input must be supplied at all time for the RG310CP to control the Amiga properly. No video input results in loss of interlace at higher resolutions and it is even possible that crashes and read/write errors could result.



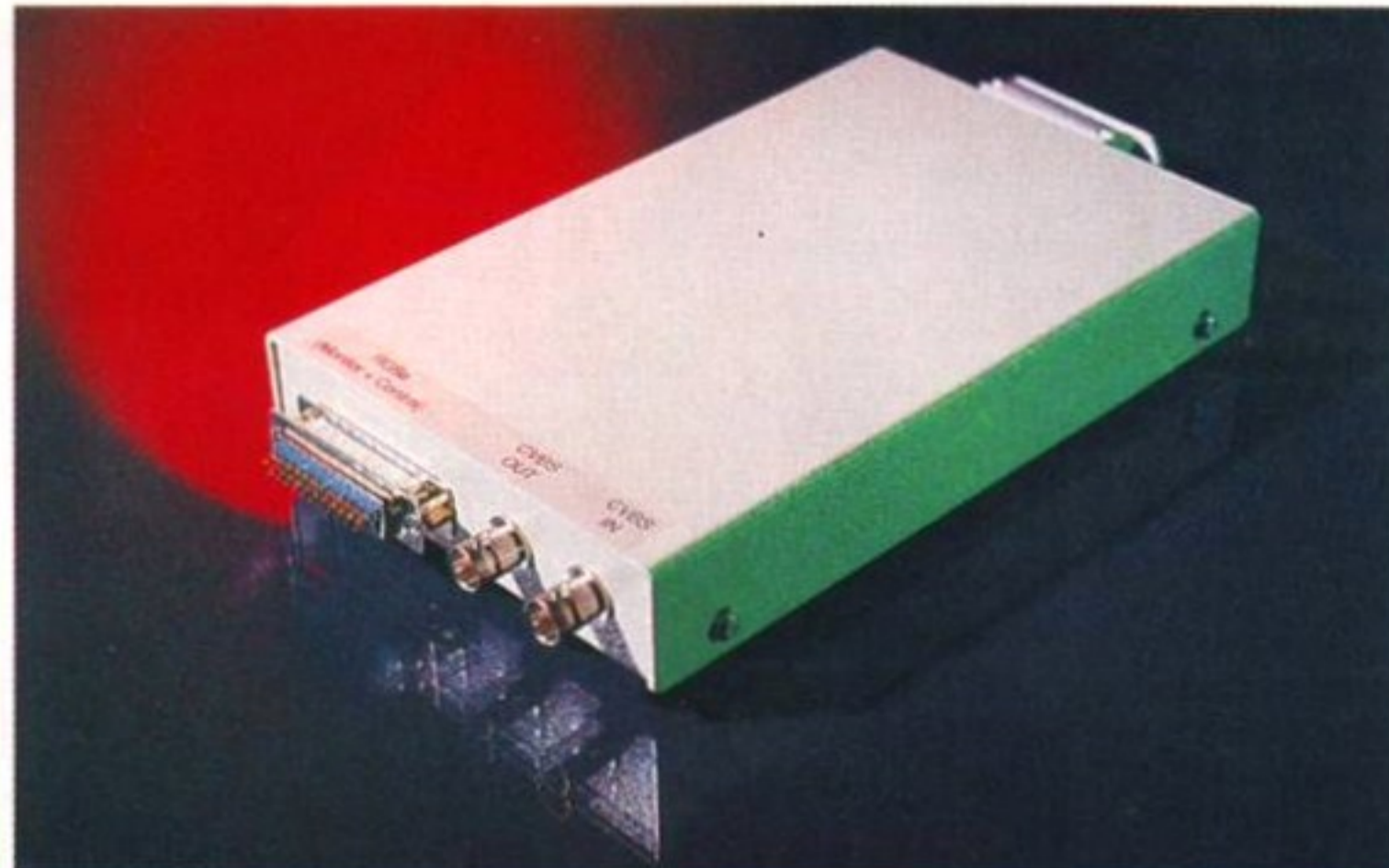
Rendale 8802

Marcam Ltd ■ £189 ■ Marcam (0602) 790466

The 8802 has been around for a good while now and was one of the first quality genlocks to become widely available. It's connected by a short cable to the RGB port but it isn't always easy to accommodate where desk space is at a premium and often ends up suspended by string and rubber bands behind an Amiga 2000.

Rendale 8802

QUALITY	● ● ● ●
Good - a workhorse unit.	
DOCUMENTATION	● ● ● ●
Informative and very useful.	
ACCESSIBILITY	● ● ●
Easy to set up but it has an awkward cable.	
FEATURES	● ●
Just a basic genlock really.	
VALUE	● ● ●
Perhaps a little expensive nowadays.	



But don't let this put you off, once it is installed you have no need for access because it has no manual controls.

While the standard 8802 simply uses colour 0 for keying there is an option to bring it under software control via the parallel port, permitting more advanced functions like inverse keying, graphics only and split outputs. Although it's been around for a some time, the 8802 is still a reliable and good quality genlock, which belies its 66 per cent verdict. Give it a good signal and it will return good, no frills, results.

AMIGA
Verdic
FORMAT

66%

Electronic Design PAL Genlock

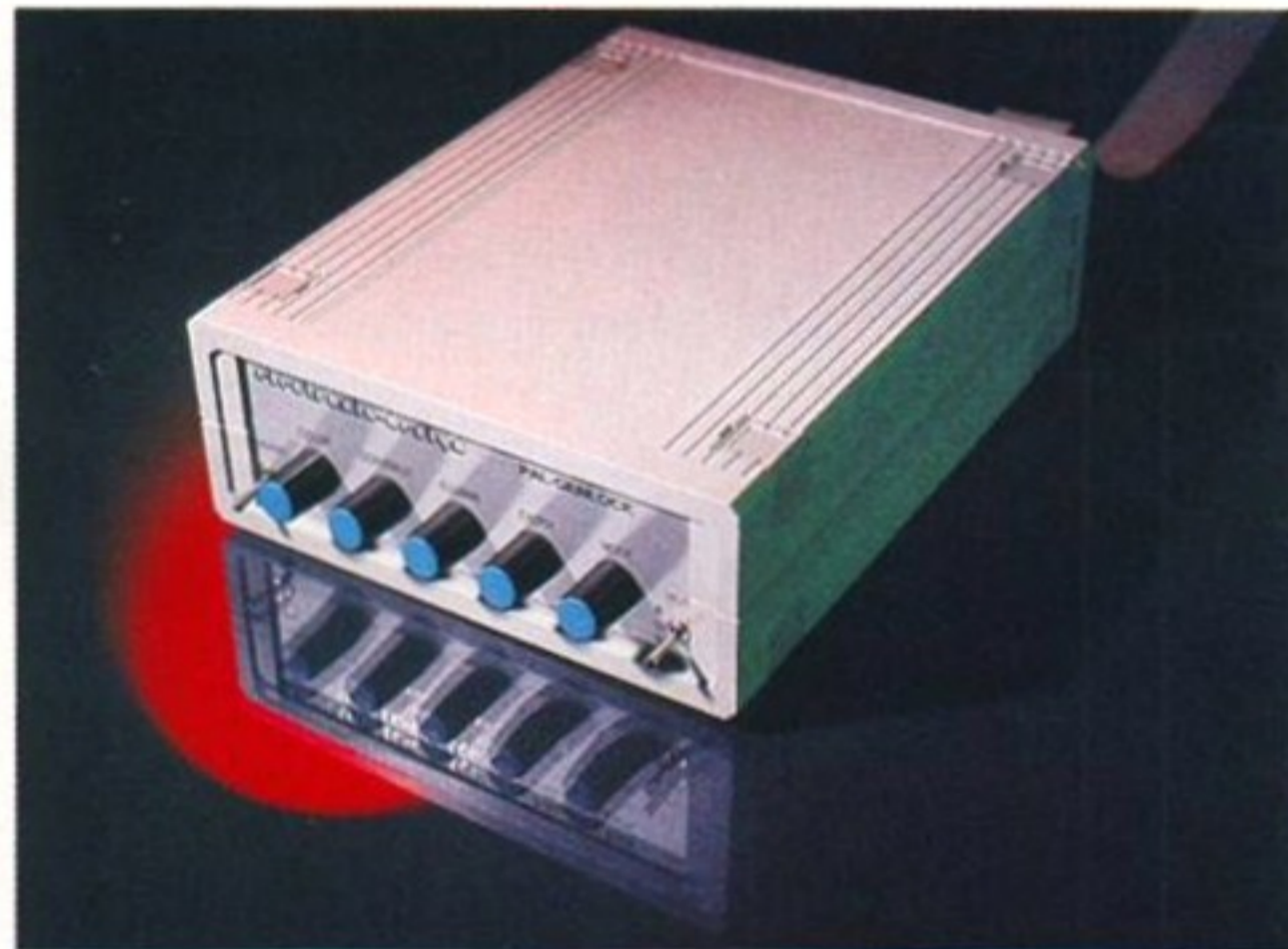
Electronic Design ■ £350 ■ 0257 472887

This German offering gives colour processing (colour, contrast and brightness), RGB splitting for colour digitisers and inverse keying, along with controls for fading and superimposition levels. Much like the 8802, the PAL has RGB pass-through but at around twice its height this model sits solidly by the Amiga, connected by a flimsy integrated ribbon cable. It's possible to remove all the colour (ie make a black-and-white picture) using the processing controls. The effects faders set the graphics key level, crossfade between Amiga and video signals, or simply fade the video to black depending on how they are set in combination. The only problem here was you couldn't fade the graphics out completely - an annoying ghost was always present. Otherwise quality was good.

A Y/C version's available which does all the PAL does, but has additional Y/C input/output for use with S-VHS or Video 8. The quality and price are higher.

ED PAL Genlock

QUALITY	● ● ● ●
Good throughout all the features.	
DOCUMENTATION	● ● ● ●
Good, with clear hints and diagrams.	
ACCESSIBILITY	● ● ● ●
OK for all but it is the fattest fingered.	
FEATURES	● ● ● ●
It's big on useful features.	
VALUE	● ● ● ●
You get plenty for your pounds.	



AMIGA
Verdic
FORMAT

85%

G2 Videocentre VC3

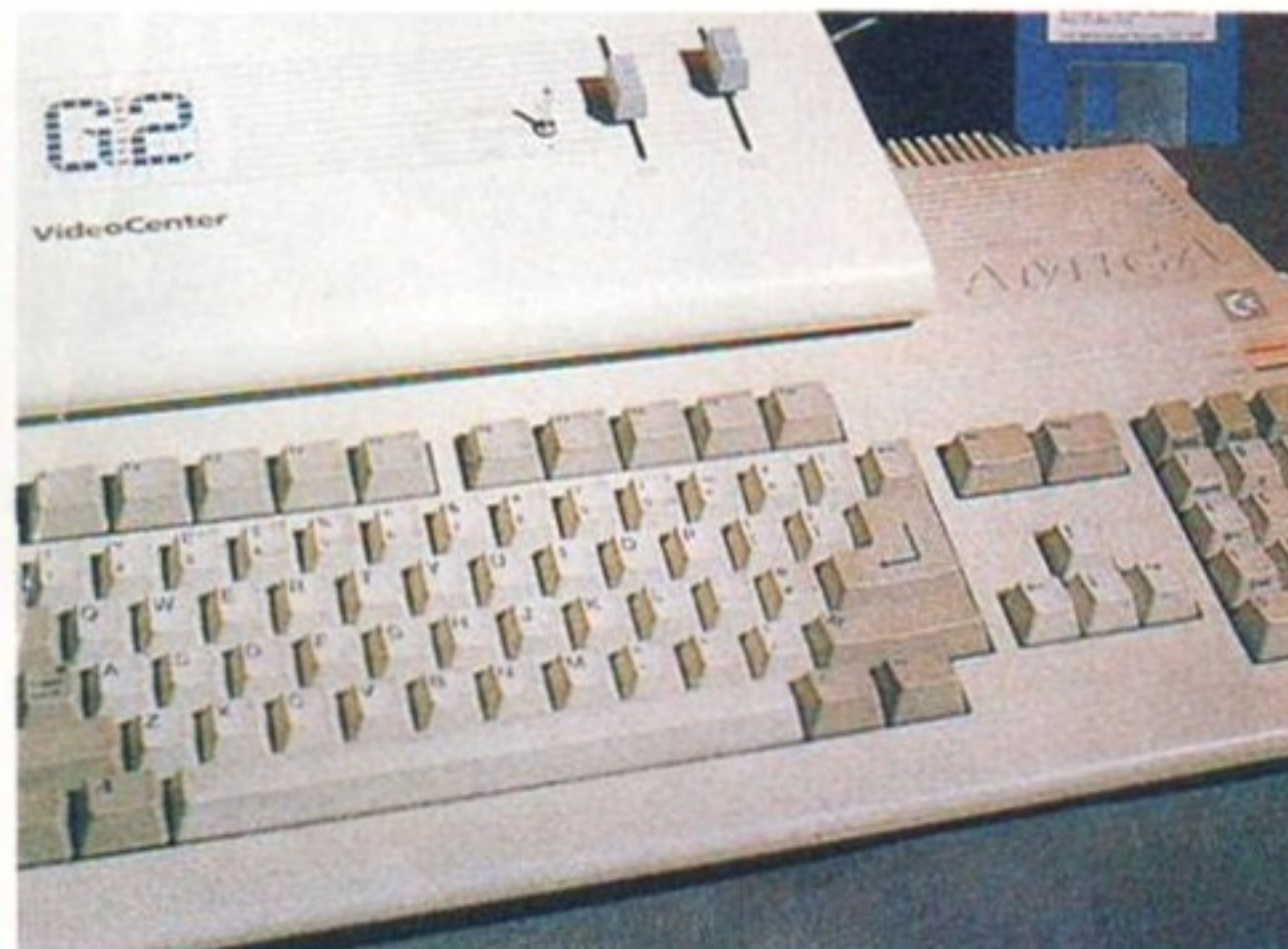
G2 Systems ■ £1,700 ■ 0252 737151

Amongst the league leaders, this is a genlock for the professional, designed to provide the solid output that is necessary to satisfy the stringent broadcast requirements. Since the majority of users of equipment of this standard will already have video mixers and effects generators there is little point in adding them just as some expensive extras, though the optional controller will provide fade and mixing levels.

The VC3 provides connections for all the major formats - Y/C, YUV, RGB and composite - as both inputs and outputs and is the only unit mentioned here which provides the adjustments necessary for truly professional applications - ie the Horizontal Phase and Sub Carrier settings necessary to completely align the genlock to the rest of the video system. All the required pro-connections are there, including Reference Video (which is commonly used in multi-VTR editing set-ups to ensure all equipment is synched to the same source). And as expected from professional equipment, the VC3 puts out a very high-quality image.

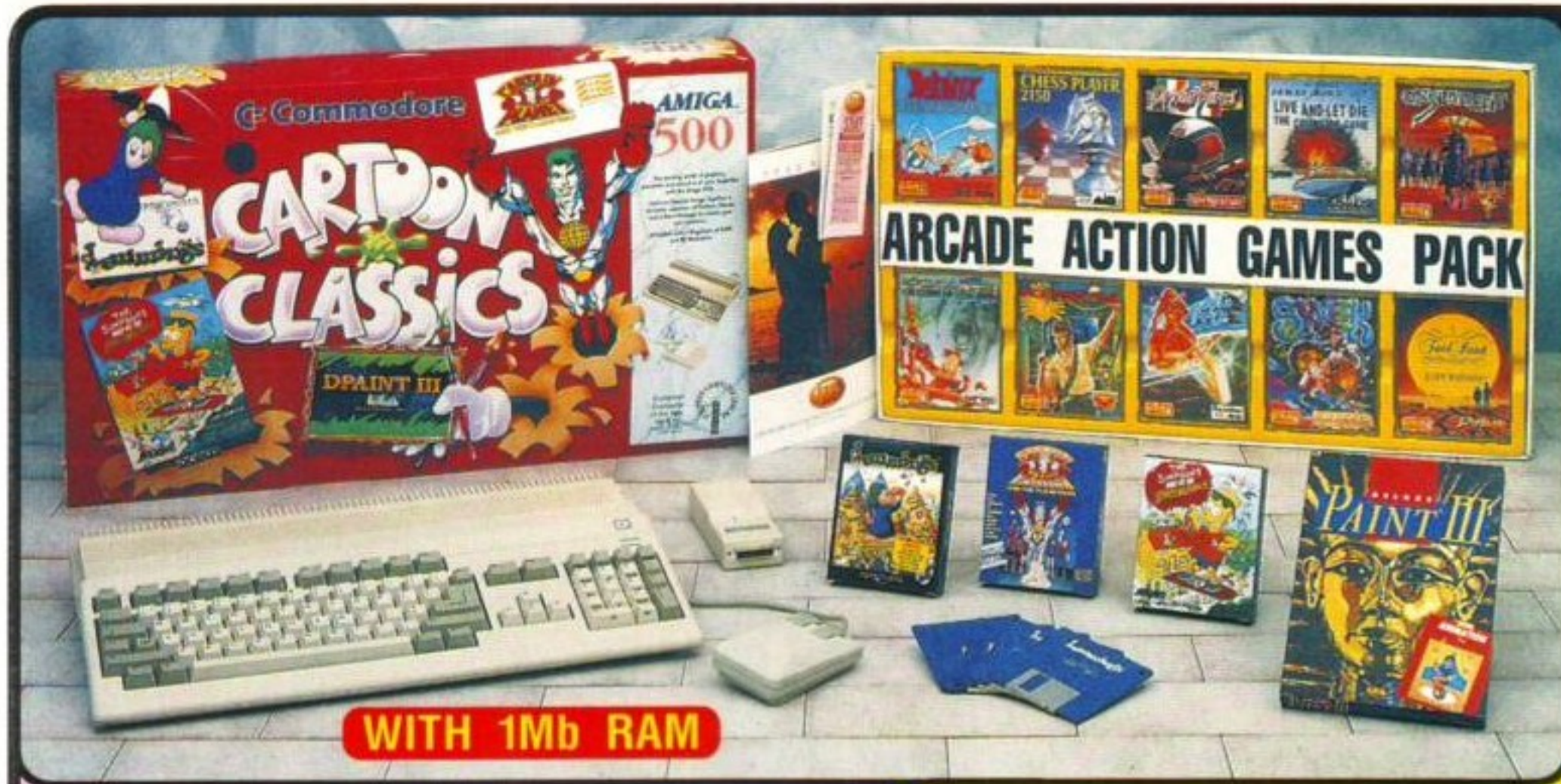
G2 Videocentre

QUALITY	● ● ● ●
Extremely good.	
DOCUMENTATION	● ● ●
Slightly skimpy, but enough for the informed.	
ACCESSIBILITY	● ● ● ●
Easy, for those who understand these things.	
FEATURES	● ● ● ●
Most of the things you want at this level.	
VALUE	● ● ● ●
Broadcast quality, broadcast price.	



AMIGA
Verdic
FORMAT

82%



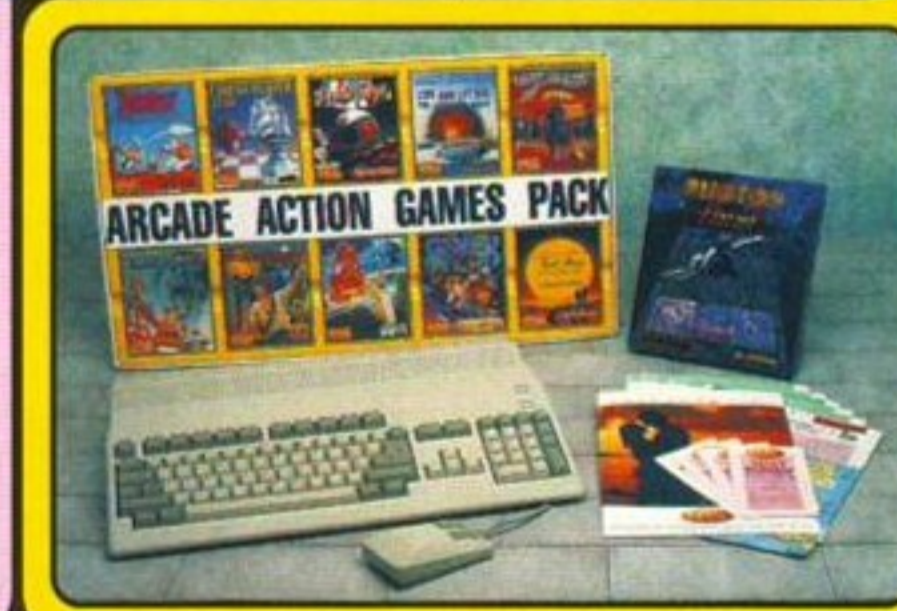
WITH 1Mb RAM

NEW! CARTOON CLASSICS PACK

HARDWARE:		SOFTWARE - PRODUCTIVITY	
512K AMIGA 500	£329.99	DELUXE PAINT III	£79.99
A520 TV MODULATOR	FREE	PLUS! FREE FROM SILICA	
A501 RAM EXPANSION	£99.99	ARCADE ACTION PACK	£229.78
SOFTWARE - ENTERTAINMENT		PHOTON PAINT 2.0	£89.95
BART SIMPSON	£24.99	TOTAL RRP: £906.67	
CAPT PLANET & PLANETEERS	£25.99	YOU SAVE: £507.67	
LEMMINGS	£25.99	£399	

PLUS! 16 NIGHTS FREE HOLIDAY ACCOMMODATION

SILICA PRICE - INC VAT + FREE DELIVERY



AMIGA

STAND-ALONE 500 COMPUTER

- 512K AMIGA £329.99
 - TV MODULATOR FREE
 - MOUSE CONTROLLER ... FREE
- PLUS! - FREE FROM SILICA**
- ARCADE ACTION PACK ... £229.78
 - PHOTON PAINT 2.0 £89.95
- TOTAL RRP: £649.72**
- YOU SAVE: £320.72**
- SILICA PRICE: £329**
- PLUS! **FREE** HOLIDAY ACCOMMODATION

£329

SILICA PRICE - INCLUDES VAT + FREE DELIVERY

FREE! FROM SILICA WITH EVERY

AMIGA

TOTAL FREE PACKAGE

ARCADE ACTION PACK

The new Arcade Action Games Pack is THE software compendium for Amiga owners, featuring ten top titles with a variety of different types of games for you to enjoy. Each title is packaged in its own plastic case, with a colour sleeve and full instructions. The Arcade Action Pack is FREE! when you buy your Amiga 500 from Silica.

FREE! WORTH: **£219.78**

ARCADE ACTION GAMES PACK

FREE! PHOTON PAINT 2.0 GRAPHICS PACKAGE

Every Amiga 500 from Silica Systems comes with a FREE Photon Paint 2.0 (RRP £89.95), one of the most advanced art packages available for the Amiga. With it, you will be able to harness the extraordinary graphics power of the Amiga and produce inspirational pictures in minutes. With 4096 colours, your pictures will reach life-like appearance. These can be animated in real-time using a vast range of graphical effects, including blending colours and dithering, stencils, shadowing, contour mapping and surface mapping.

WORTH £89.95

FREE! 16 NIGHTS HOLIDAY HOTEL ACCOMMODATION

Every Amiga from Silica comes with a FREE 72 page, full colour brochure with accommodation vouchers. These vouchers entitle 2 people to stay up to 16 nights in one hotel (or any number of hotels to a total of 16 nights) with accommodation FREE (you could take up to six nights for four people, or other options). Choose from the 250 hotels featured in the catalogue. All you have to pay for are your meals (prices are listed in the brochure). Reduced rates in top London hotels and hotels in France are also featured.

- ARCADE ACTION PACK - £229.78:**
- Asterix - By Coktel Vision £24.99
 - Chess Player 2150 - By CP Software £24.95
 - Drivin' Force - By Digital Magic £24.95
 - Live & Let Die - By Elite £19.99
 - Onslaught - By Hewson £24.99
 - Pipe Mania - By Empire Software £24.99
 - Rick Dangerous - By Firebird £24.99
 - Rock 'n' Roll - By Rainbow Arts £19.99
 - Skweek - By US Gold £19.99
 - Trivial Pursuit - By Domark £19.95
- ART PACKAGE - £89.95:**
- Photon Paint 2.0 - By MicrIllusions £89.95
- TOTAL RRP: £319.73**

FREE! WORTH NEARLY: £320

PLUS! **FREE** HOLIDAY ACCOMMODATION

SILICA SYSTEMS OFFER YOU

- **FREE OVERNIGHT COURIER DELIVERY:** On all hardware orders shipped in the UK.
- **TECHNICAL SUPPORT HELPLINE:** Team of Amiga technical experts at your service.
- **PRICE MATCH:** We normally match competitors on a "Same product - Same price" basis.
- **ESTABLISHED 12 YEARS:** Proven track record in professional computer sales.
- **BUSINESS + EDUCATION + GOVERNMENT:** Volume discounts available for large orders.
- **SHOWROOMS:** Demonstration and training facilities at our London & Sidcup branches.
- **THE FULL STOCK RANGE:** All of your Amiga requirements from one supplier.
- **FREE CATALOGUES:** Will be mailed to you with offers and software/peripheral details.
- **PAYMENT:** By cash, cheque and all major credit cards.

Before you decide when to buy your new Amiga computer, we suggest you think very carefully about WHERE you buy it. Consider what it will be like a few months after buying your Amiga, when you may require additional peripherals or software, or help and advice with your new purchase. And, will the company you buy from contact you with details of new products? At Silica Systems, we ensure that you will have nothing to worry about. We have been established for over 12 years and, with our unrivalled experience and expertise, we can now claim to meet our customers requirements with an understanding which is second to none. But don't just take our word for it. Complete and return the coupon now for our latest Free literature and begin to experience the "Silica Systems Service".

MAIL ORDER HOTLINE
081-309 1111



MAIL ORDER: 1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX Tel: 081-309 1111
Order Lines Open: Mon-Sat 9.00am-6.00pm No Late Night Opening Fax No: 081-308 0608

LONDON SHOP: 52 Tottenham Court Road, London, W1P 0BA Tel: 071-580 4000
Opening Hours: Mon-Sat 9.30am-6.00pm Late Night: Thursday until 8pm Fax No: 071-323 4737

LONDON (SELFRIDGES): 1st Floor, 369 Oxford Street, London, W1A 1AB Tel: 071-629 1234
Opening Hours: Mon-Sat 9.30am-6.00pm Late Night: Thursday until 8pm Ask for extension 3914

SIDCUP SHOP: 1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX Tel: 081-302 8811
Opening Hours: Mon-Sat 9.00am-5.30pm Late Night: Friday until 7pm Fax No: 081-309 0017

PLEASE SEND FREE AMIGA COLOUR CATALOGUE

Mr/Mrs/Ms: Initials: Surname:

Address:

.....

Postcode: Tel:

Which computer(s), if any, do you own?

E&OE - Advertised prices and specifications may change - please return the coupon for the latest information.



External World of Amiga



**5.25"
360KB/880KB
Switchable
External Drive**



RocLite
The Slimmest and Lightest
3.5" 880KB External Drive



**Classical 3.5"
880KB External Drive**



**RockKnight
Anti-Virus Device**
Write Protection, Virus Prevention
Track Location Display



RocGen Plus
Video-Thru and RGB-Thru Ports
Variable Fading Effect
Inversion of Overlay Function
External Key-In Port

**Internal Drive
for A500/A2000**



**2MB RAM
Expansion Card**

**512KB RAM
Expansion card**

RocHard
Hard Disk Drive
Built-In Autobooting
On-Board-RAM
Option up to 8 MB
Optional IDE/SCSI Hard Disk
External SCSI Port



Manufactured by
ROCTEC ELECTRONICS LTD.
9/F Win Win Ind. Bldg.,
18 Lee Chung Street,
Chai Wan, Hong Kong
Tel: (852) 897 3869
Fax: (852) 558 8099

Trade Inquiries:
SDL Tel: 081 300 3399
ZYE Tel: 0293 538 666

VORTEX ATONCE-PLUS



The 16 MHz PC/AT-Emulator For £ 248 For Amiga 500, A 500 plus, A 2000

vortex ATonce-Plus is the high performance 16 Bit CMOS 80286 AT emulator for the Amiga 500, A500 plus and A2000. It converts your Amiga into an AT compatible computer with multi-processor and multi-operating system facilities. It provides a 16 MHz clock frequency and offers a Norton SI of 16,2.

Each ATonce-Plus is supplied with 512 KB vortex FAST-RAM and a socket for an optional 80C287-12 arithmetic co-processor. Without any further RAM you get full 640 KB DOS memory. Memory above 1 MB can be used as Extended or Expanded Memory. Windows 3.0 runs unrestrictedly in the Protected Mode.

ATonce-Plus runs as a task within AmigaDOS. It does not affect the normal operation of your Amiga and is totally transparent when not in use. You may work with PC/AT programs under MS-DOS or DR-DOS as well as with your Amiga under AmigaDOS.

ATonce-Plus accesses the entire environment of your Amiga: Commodore compatible hard disk systems as well as internal and external disk drives, the serial (mouse) and parallel interface, sound, RTC and CMOS RAM.

Video emulations such as EGA and VGA in a monochrome graphic mode, CGA with 16 colors, Hercules, Olivetti and Toshiba3100 are available.

The ATonce-Plus Gate Array, the Chip-Level Emulation and the ATonce-Plus AT-BIOS guarantee an AT emulation with the utmost degree of compatibility and provide your Amiga with full system reliability.

ATonce-Plus is delivered with installation and emulation software (no DOS) and a detailed user's manual.

The compact SMT-PCB plugs directly into the socket of the 68000 CPU without any soldering, so all expansion slots remain free.

ATonce-Plus for only **£ 248.** For further information please contact your local Amiga dealer or call Compuserve at 100015,330.

vortex Computersysteme GmbH . Falterstraße 51-53 . D-7101 Flein . Tel. +49-7131-59720 . Fax. +49-7131-55063

All company or product names are trademarks or registered trademarks of their respective holders. ATonce is the registered German trademark of vortex Computersysteme GmbH.

FIRST CHOICE

1

COMPUTERS

FIRST AMONG EQUALS

FIRST CHOICE

would like to announce
the most important
development to the **AMIGA**
A500 for over 3 years!

The New Commodore **AMIGA A500 Plus**

The New **AMIGA A500 Plus** Cartoon Classics Pack comes with:

- * New Super Agnes gives 1 Mb of CHIP RAM as standard upgradable to 2 Mb of CHIP RAM (and 8 Mb of FAST RAM), that's 10 Mb of RAM in total!
- * Super Denise and improved Custom Chips allow connection of a VGA or MULTISYNC monitor without the need of expensive Flicker Fixers
- * New "PRODUCTIVITY" video display mode gives screen resolutions up to 1008 * 800
- * Built in Battery backed Real Time Clock
- * KICKSTART ROM version 2.04
- * Latest WORKBENCH 2.04, FONTS 2.04 and EXTRAS 2.04
- * New improved user friendly manuals
- * Software includes The Simpsons, Lemmings, Captain Planet, Deluxe Paint 3 plus Mouse, Modulator, and Manuals

only £374.99 in stock now!!

A500 Plus RAM Expansion by **Phoenix**

RAM expansions made for the older **A500** may not work with the new **A500 Plus**. **Phoenix** have developed a range of RAM expansion units specifically for the **A500 Plus**.

Take your **AMIGA** up to 2 Mb of chip RAM without any soldering or internal modifications whatsoever. Fits simply and easily into the bottom expansion port.

The **Phoenix** RAM will not invalidate your warranty.

Take your **A500 Plus**
up to 1.5 Mb **only £29.99**
or 2 Mb **only £54.99**

12 month Replacement Guarantee

The **Phoenix** Kickstart ROM 1.3/2.04 sharer

Because some older games software will not run on the new Kickstart 2.04 ROM **Phoenix** have designed a sharer for both ROM chip sets.

Switchable between 1.3 and 2.04 ROM you can get all the benefits of the latest **A500 Plus** without the drawback of losing some of your favourite games software. This unit will also fit into older 1.3 machines including the 1500/2000.

only £34.99

Kickstart 1.3 ROM chip **only £38.99**
Kickstart 2.04 ROM chip **only £P.O.A.**

E&OE

Tel. 0532 637988

DEPT. AF, UNIT 8, ARMLEY PARK COURT, STANNINGLEY ROAD, LEEDS, LS12 2AE

The great Amiga Format Prize Christmas Crossword

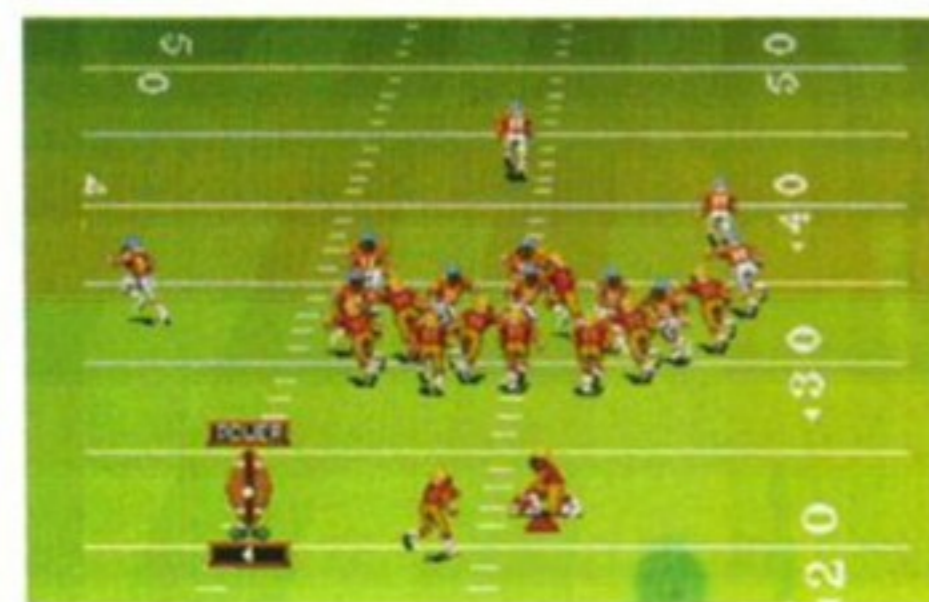
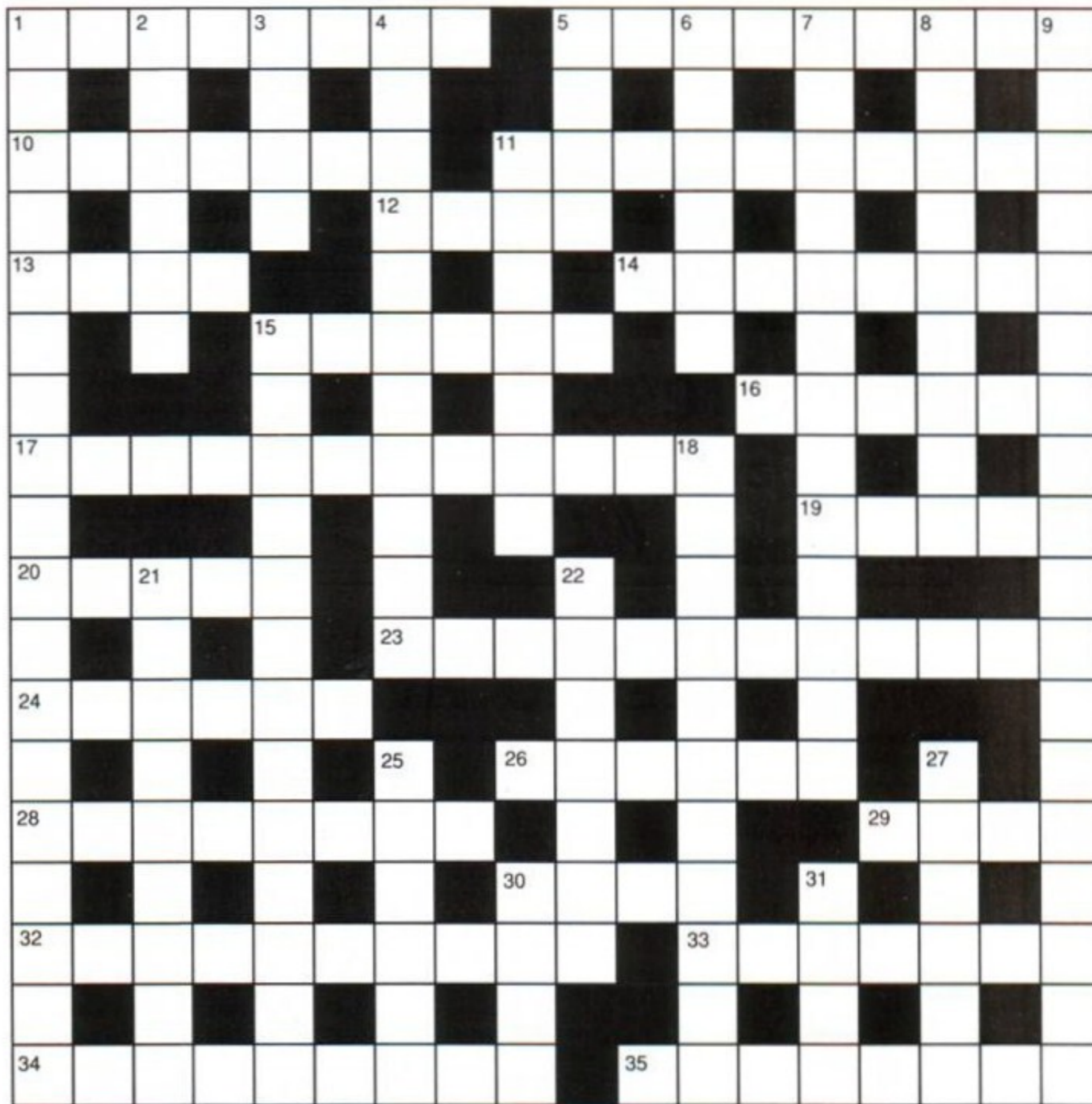
Win a fabulous sporting trip courtesy of Electronic Arts!

ACROSS

1. Hear the Bullfrogs insult your father (8).
5. Antipodean home of golfing Great White Shark (9).
10. Spoke clearly, but nine dot printed badly (7).
11. Poverty-stricken position won't help your drive (4, 6).
12. 'Ad it away on 'is slimy fish (4).
13. Natural hazard when playing with a wood? (4)
14. Kilobites in a strop are hanging around (8).
15. Face that faded to grey (6).
16. Vision defect causes golf-playing problems (3,3).
17. Good at chess, great at golf championship! (5, 7).
19. Picture in picture is hip with the crowd (5).
20. Of African origin (5).
23. Sufficiently hard? (6, 6).
24. Is that a snake in your stocking?! (6).
26. Clubbed over the head and defeated (6).
28. What carnivores eat (4, 4).
29. First name of golfer who started at 23 (4).
30. Hi or lo it's still advanced (4).
32. Dry death Ed? No, but certainly short of water (10).
33. O an ogre is wild, but it's not thyme (7).
34. Present shocks? (9).
35. Hired out again or on sale (8).

DOWN

1. Why Deluxe Paint IV is an artist of every style (8, 2, 3, 5).
2. Muscular man not shot on the green (6).
3. Yearn for distant shot (4).
4. Comprehends while beneath the bleachers (11).
5. The chap at t'Woolpack is good at making games (4).
6. Pet shot? (6).
7. Get your _____ first, before you are attacked (11, 2).
8. Tall people loads, snakes nil (9).
9. A large bird right now gets good score at hole two (2, 5, 2, 3, 6).
11. Desperate times when promises are made (7).
15. The one thing apart from the Amiga that nobody can programme properly (5, 8).
18. Two to halfway if you're on course (7, 4).
21. Thor's dad is head of the Family (9).
22. Respected as a god (7).
25. Wipes the screen (6).
27. Puts down again and passes the baton (6).
30. River on the course? (4)
31. Only a lake (4).



We thought it would be nice to give you something to keep you busy over Chrimble, and a crossword sprang to mind. Electronic Arts agreed to offer some prizes, so here we all are...

EA's strikingly enjoyable PGA Tour Golf came out as the top game of 1991 in our chart of the year (as well as being my favourite game - Ed) so the crossword has a bit of a golfing theme. You'll also find a few other familiar EA names in there, just to help you along with the clue-solving.

As for the prizes: well, what with PGA Tour Golf having had such a successful year,

and with EA's John Madden's American Football promising great things for early next year, we thought a sporting theme would be nice. The winner will get a pair of tickets either to see the London Monarchs play at home, or to see next year's British Open golf championship. You'll also get all expenses paid on your fabulous day out.

All you have to do to enter is fill in the answers on this page or on a photo-copy and send it along with your name, address and phone number on a piece of paper to Amiga Format Xmas Xword, 30 Monmouth Street, Bath BA1 2BW to arrive before January 20th. The first correct answer out of the bag wins the prize. Normal competition rules apply.

HOT TOP 10

**A REAL
MINI-
RACER!**
WIN THIS
33cc FUN
BIKE ON:
**0839-
654334**



AS SEEN
ON TV!

Here's a
Wheely
Great
Comp!



**WIN THIS AWESOME
80cc SUZUKI QUAD**
IDEAL FOR ANYONE OVER 10!
CALL: 0839-654335

**WIN A 50cc
HONDA**
IDEAL FOR
ANYONE OVER 5
**CALL:
0839-
654336**



**1 WIN A KIDS
200cc GO
KART** **0839-
007
700**

**2 WIN A CAR
1966 BEETLE
CONVERTIBLE** **0898-
334
095**

**3 WIN.....
AFTERBURNER
THE ULTIMATE
ARCADE GAME!** **0839-
55
00
36**

**4 WIN A £600
JVC
CAMCORDER** **0898-
334
090**

**5 WIN £600
PILE OF
TOYS!** **0898-
334
091**

**6 WIN A
PAIR OF £300
ROLLERBLADES!** **0839-
550
039**

**7 WIN A CD
MEGA-BLASTER
+ MINI COLOUR TV** **0898-
334
092**

**8 WIN HIS 'N'
HERS MUDDY
FOX MOUNTAIN
BIKES** **0839-
55
00
40**

**9 WIN A KIDS
ELECTRIC
MOTORBIKE** **0839-
550
031**

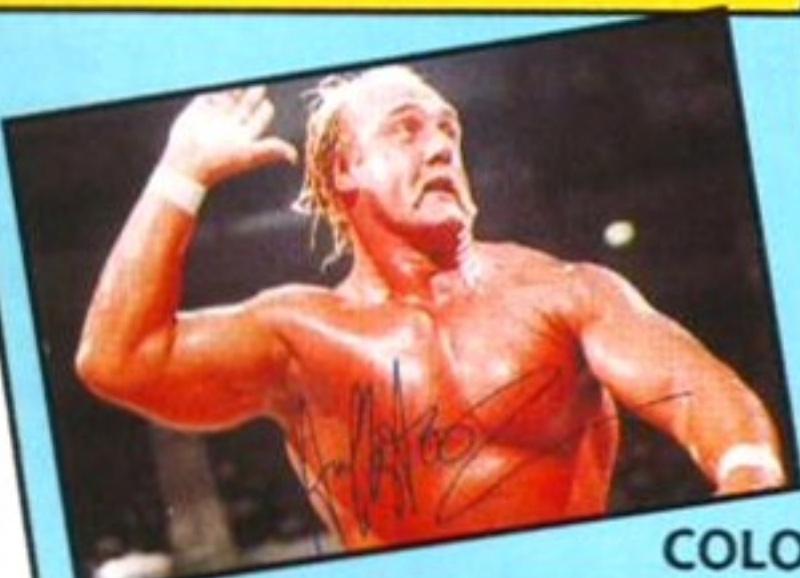
**10 WIN A KIDS
MUDDY FOX
BIKE!** **0839-
550
041**

WRESTLING
BONANZA



WIN
ALL
THIS!

**CALL:
0839-654337**



**WOW
PLUS:
3 SIGNED
HULK
HOGAN
RUNNERS-UP
COLOUR PHOTOS**

JOKES

CRAP
Joke Line
0839 654300*

DUFF
Joke Line
0839 654301

BILLY BUTT **WANNA FIGHT?**
ABUSE
LINE
CALL
0839654302
IF YOU DARE!

PREVIOUS WINNERS
SIMPSONS ARCADE GAME
ROLLERBLADES
YAMAHA BI-WIZZ
SKATE PILE
MOUNTAIN BIKE
YAMAHA PW80 MOTORBIKE
SUZUKI LT50 QUAD
KATE POSEY, HANSTON, LINCOLN.
DANIEL GREGORY, BECKENHAM.
A. BRYAN, KIDLINGTON.
GARETH HUGHES, KIRKRUSHTON.
NATHAN O-REILLY, WILLENHALL.
GALIC ZDRAVKA, LONDON W12.
ROBERT WRIGHT, ROCHESTER.

DRUM KIT
KEYBOARD
BASS GUITAR
LEAD GUITAR
LIVERPOOL SHIRT
ARSENAL SHIRT.
NOTTS FOREST PRIZE
ENGLAND FOOTBALL PRIZE

WAYNE TAYLOR, CARNOUSTIE.
H. TRIVEDI, STANMORE, MIDDX.
CLIFF MARUSSON, ABERDEEN.
SIMON SMITH, BELFAST.
STEPHEN FYLDES, CASTLE BROMWICH.
VICKY BARROW, CHESTER.
LEE ROBERTSON LAURENCEKIRK.
MARK TATE, BARNESLEY.

Calls cost 36p (cheap rate) 48p (at all other times) per minute inc. VAT. Megafone Ltd, Sandylands House, Morecambe. LA3 1DG. Average call duration 5.5 minutes. Ask your parents permission before you call.

NEW FROM Evesham Micros



Reference

**PRICE
BREAKTHROUGH!**

**FREE!
MRBACKUP**
for total
file security

At Last!

**... the chance to buy Quality,
High Capacity Hard Disk Systems for the
Amiga 500 at REALISTICALLY LOW PRICES!**

Specially designed for the
A500, our new **Reference SCSI**
Hard Drive Systems offer
exceptional value for money,
incorporating top brand, high
performance NEC hard disks!

- ⚙️ NEC SCSI Hard Disk Mechanisms for optimum performance, 25ms Average Access time, with Autoparking
- ⚙️ Includes its own Dedicated PSU. Commodore recommends against use of peripherals without independent power supply.
- ⚙️ **COOL!** due to popular demand, we have now fitted a cooling fan
- ⚙️ Option for up to 4MB of additional RAM Expansion, made simple through the use of SIMMS - the modern way to upgrade
- ⚙️ Includes SCSI Throughport at rear for further expansion
- ⚙️ High quality metal casing, colour matched to the Amiga 500
- ⚙️ Includes Configuration/Format Software, plus 'MRBackup Pro'

MRBackup Professional
FREE with every hard drive!

Included with every hard drive is MRBackup Pro, offering hard drive owners full data security and peace of mind. MRBackup can backup files to floppy disk or SCSI tape streamer, with or without its own "fast" format feature. Features include intuitive user interface, plus Data Compression options which help reduce the quantity of backup media required.

MRBACKUP PROFESSIONAL
Available Separately for Only £29.95

REFERENCE-40 : £299
REFERENCE-100 : £449

2MB RAM VERSION: ADD £80 • 4MB RAM VERSION: ADD £160

Prices include VAT and delivery

PLEASE TURN OVER FOR FURTHER OFFERS AND ORDERING INFORMATION

Evesham Micros • ALL PRICES INCLUDE VAT & DELIVERY • Evesham Micros • ALL PRICES INCLUDE VAT & DELIVERY

Evesham Micros • ALL PRICES INCLUDE VAT & DELIVERY • Evesham Micros • ALL PRICES INCLUDE VAT & DELIVERY

Evesham Micros

PRICES INC. DELIVERY & VAT @ 17.5%
Express Courier Delivery :
(UK Mainland Only) £6.50 Extra

HERE TODAY ~ HERE TO STAY

Evesham Micros First. First for choice, prices and service. Established for over eight years, with a strong financial status and secure future. Our Computerised Telesales Order Processing investment means fast, efficient service. Well appointed Retail Showrooms with large product range on display. Our huge Customer database, high percentage of repeat custom and personal referrals underlines our popularity. **REMEMBER** - when you need us, we will still be here. Our extensive expansion program means we could eventually be there as well ...

HOW TO ORDER....



Call us now on
0386 765500

Lines open Mon-Sat, 9am - 5.30pm
DURING NOVEMBER & DECEMBER,
SALES LINES OPEN UNTIL 7.00PM,
MONDAY TO FRIDAY.



Send Cheque, Postal Order or ACCESS/VISA card details to:

Evesham Micros Ltd.
Unit 9, St Richards Road
Evesham, Worcs. WR11 6XJ



ACCESS / VISA
Cards Welcome



Government, Education & PLC orders welcome
Same day despatch whenever possible
Express Courier delivery (UK Mainland only) £6.50 extra
Please note that 5 working days must be allowed for cheque clearance. Immediate clearance on Building Society cheques or Bank Drafts.

Mail Order Fax: **0386-765354**

RETAIL SHOWROOMS

Unit 9 St Richards Road, Evesham
Worcestershire WR11 6XJ

☎ 0386 765180

fax: 0386 765354

Open Mon-Sat., 9.00 - 5.30

5 Glisson Rd, Cambridge CB1 2HA

☎ 0223 323898

fax: 0223 322883

Open Mon-Fri, 9.30-6.00 & Sat, 9.30-5.30
Corporate Sales Dept. • IBM dealer

**PLEASE NOTE THE CHANGE OF
ADDRESS OF OUR BIRMINGHAM
SHOWROOM FROM 4th NOVEMBER**

251-255 MOSELEY ROAD,
HIGHGATE, BIRMINGHAM B12 0EA

☎ 021 446 5050

fax: 021 446 5010

Open Mon-Sat., 9.00-5.30 • Easy Parking

TECHNICAL
SUPPORT

☎ 0386-40303

Monday to Friday, 10.30 - 4.00

**12 MONTHS WARRANTY
ON ALL PRODUCTS**

All details correct at time of going to press • All goods subject to availability

3 1/2" Track Display Drive



High quality double-sided 3.5" floppy drive offering the full 880K formatted capacity per 3.5" disk. Features a special LED display which accurately shows the current track being accessed during any disk drive activity. **NEW LOW PRICE!**

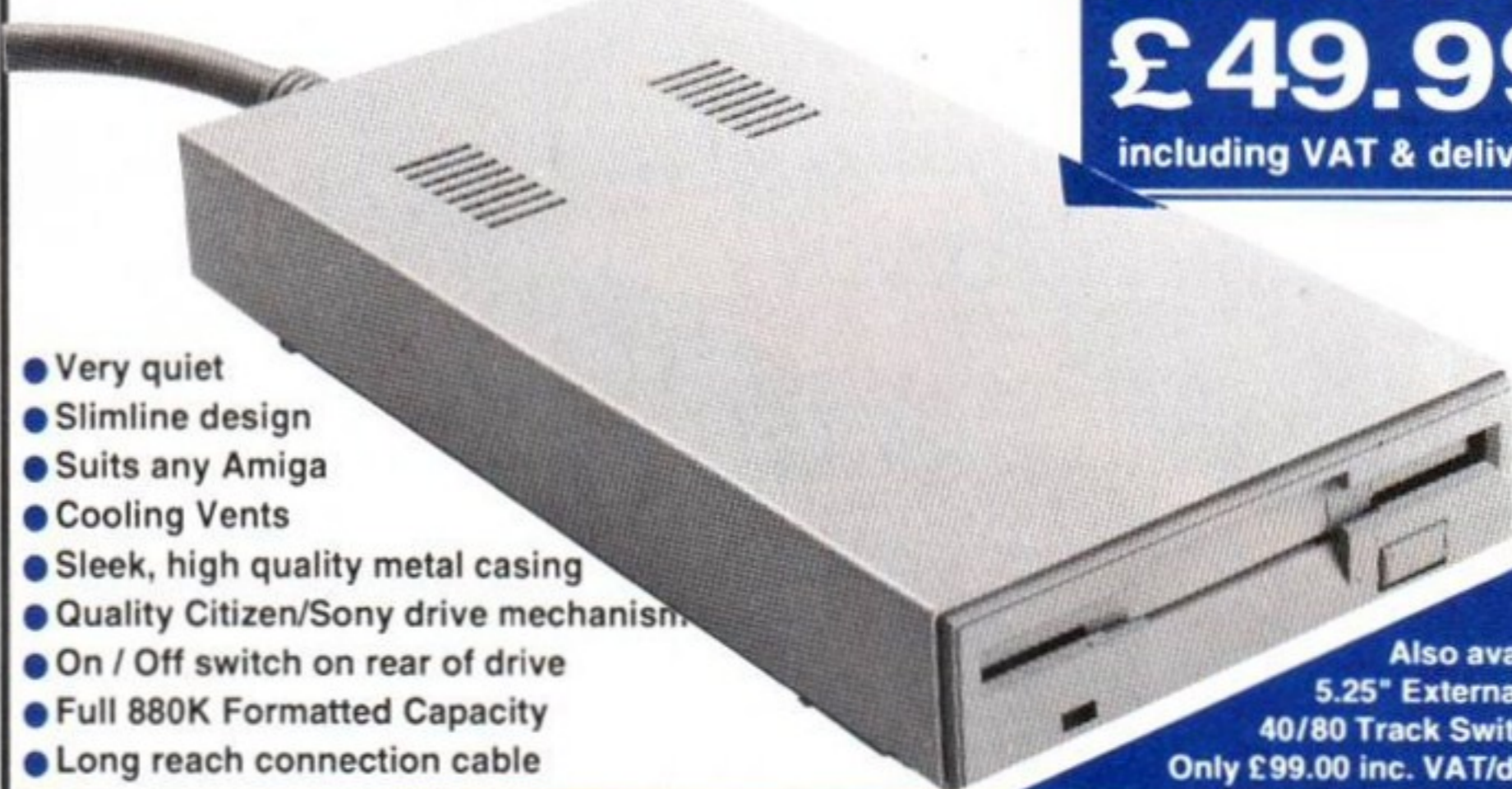
ONLY £59.99

3 1/2" EXTERNAL FLOPPY DRIVES

AMAZING LOW PRICE!

£49.99

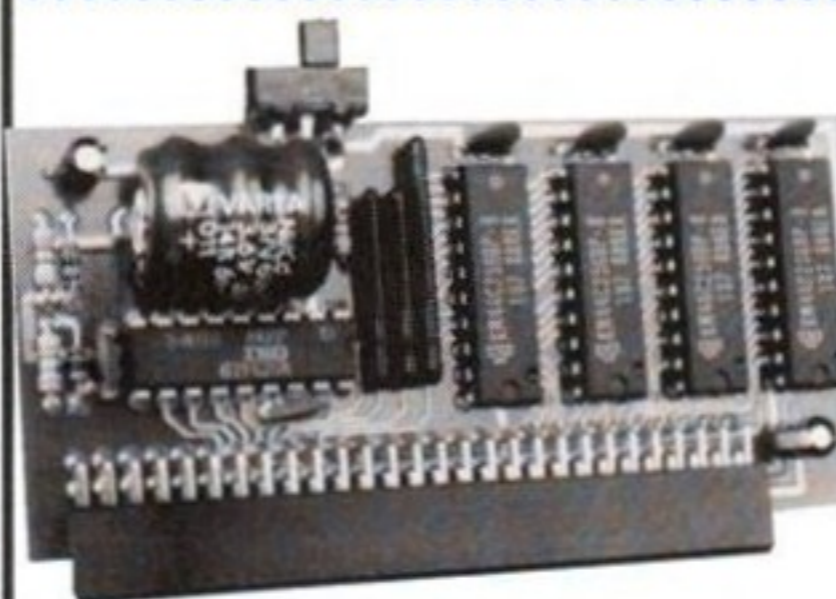
including VAT & delivery



- Very quiet
- Slimline design
- Suits any Amiga
- Cooling Vents
- Sleek, high quality metal casing
- Quality Citizen/Sony drive mechanism
- On / Off switch on rear of drive
- Full 880K Formatted Capacity
- Long reach connection cable

Also available:
5.25" External Drive
40/80 Track Switchable
Only £99.00 inc. VAT/delivery

AMIGA A500 SOLDERLESS RAM UPGRADES



512K RAM/CLOCK
UPGRADE

ONLY £27.99

including VAT and delivery

**512K
RAM/CLOCK
EXPANSION
FEATURES:**

- ✧ Direct replacement for the A501 expansion
- ✧ Convenient On / Off Memory Switch
- ✧ Auto-recharging battery backed Real-Time Clock
- ✧ Compact Unit Size : Advanced, ultra-neat design
- ✧ Only 4 low power consumption FASTRAMs

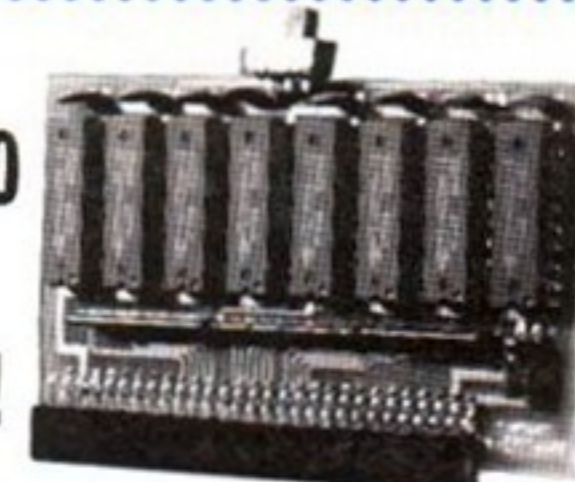
**512K RAM EXPANSION
ALSO AVAILABLE
WITHOUT CLOCK
ONLY £23.99**

NEW • NEW • NEW • NEW • NEW

**'A500 PLUS'
1 MB RAM
UPGRADE**

NEW • NEW • NEW • NEW • NEW

**THE FASTEST AND
MOST SIMPLE WAY TO
UPGRADE YOUR
A500+ TO 2MB RAM!**



Simply Plugs into trapdoor expansion area ✧ Increases total RAM capacity in 'Amiga 500 Plus' to 2Mb 'ChipRAM'
✧ Convenient RAM On/Off Switch ✧ Compact unit size
✧ Only 8 low power RAM IC's ✧ High reliability

ONLY £49.99

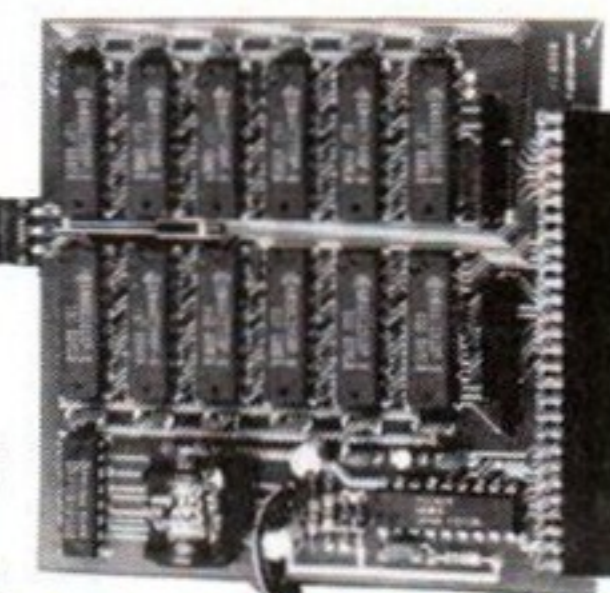
**UPGRADE
TO 2MB FOR
ONLY £79!**

**A500 1.5MB
RAM BOARD**

- ✧ Fully populated board increases total RAM in A500 to 2MB !
- ✧ Plugs into the trapdoor expansion, and connects to GARY chip
- ✧ Includes Auto-recharging Battery-backed Real-Time Clock
- ✧ Socketed RAM IC's on 512K/1Mb for fitting up to 1.5MB RAM

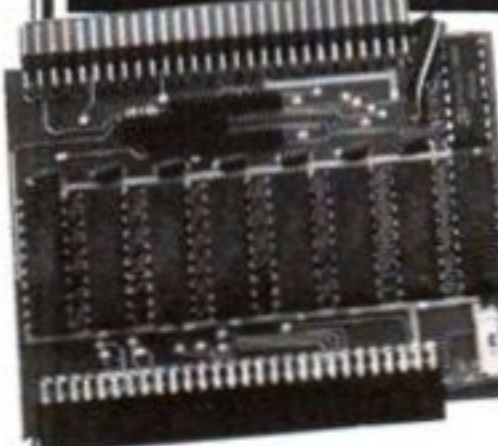
N.B: The expansion requires Kickstart 1.3 to operate. Kickstart 1.3 upgrade available from us for £29.95

Unpopulated RAM board with clock £34.95
With 512K installed..... £54.95 With 1Mb installed..... £69.95
RAM Board full populated with 1.5Mb FASTRAM installed... £79.00



A500 'MEGABOARD'

**Connects to your 512K RAM
upgrade to give 1.5MB**



With our MEGABOARD, you can further expand your A500's memory to a total of 2Mb without disposing of your existing 512K upgrade (must be 4 x RAM-chip type, or not exceeding 9cm in length).

**ONLY
£59.95**

MEGABOARD needs Kickstart 1.3 to operate (Kickstart 1.3 upgrade available from us for £29.95). Installation requires connection to the GARY chip. Easy to follow instructions provided.



Save £14

AMOS

They call it The Creator! A superb easy-to-use programming language for creating games, educational programs – almost anything! Comes complete with *AMOS Sprites 600*. LATEST VERSION!

Description	Price	Order No
AMOS	£35.95	AM168

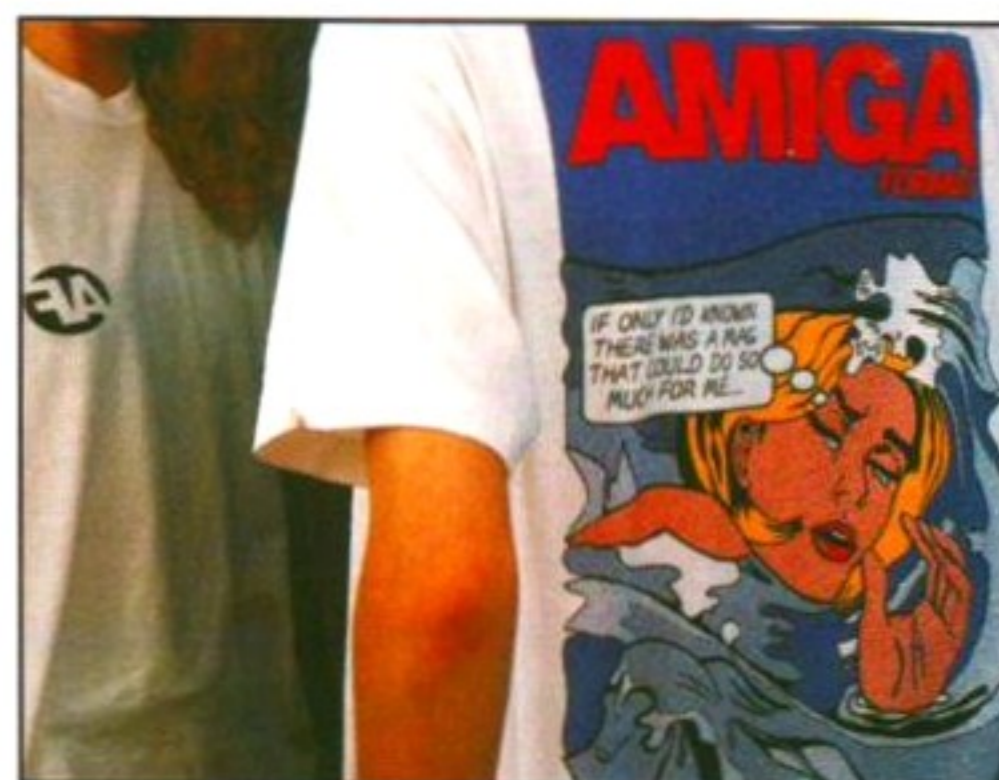


SAVE £10

Stereo Master

This updated version of Microdeal's MasterSound is an ideal entry level sound sampler. Its numerous features and improved easy-to-use graphic interface make this an excellent bargain for budding music freaks.

Description	Price	Order No
Stereo Master	£29.99	AM234



AF T-shirt

The extremely exclusive limited-edition *Amiga Format* T-shirt is now available to *Amiga Format* readers. It features the 'Lichtenstein' cover of Issue 20 in a large four-colour back print, new AF logo on the front.

Description	Price	Order No
Amiga Format T-shirt	£8.99	AM225

AMIGA FORMAT

232

JANUARY 1992

Amiga Format Mail Order

The latest and greatest offers at simply the best possible prices.

Home Accounts 2



Save £10

Digita's brand-new upgrade of their ever-popular home finance system is further evidence of their commitment to quality in both presentation and functionality. Extensive features keep track of all your financial affairs, even if you run a small business. It won the *Format Gold* award in our sister magazine *ST Format* and you can read our very own review on Page 191 of this issue.

Description	Price	Order No
Home Accounts 2	£44.99	AM229



Fun School 4



Save £7

The latest versions of the top-selling home educational programs are here! The *Fun School* series aims to teach basic skills to children via enjoyable games. The new series comes in three different flavours, aimed at three age groups: Teddy looks after the under fives, Freddie the Frog caters for the five-to-seven year olds, while Sammy the Spy is there for eight-to-elevens. Each age level has six different games, which teaches and tests different facts and concepts.

Description	Price	Order No
Teddy Disk	£17.99	AM231
Frog Disk	£17.99	AM232
Spy Disk	£17.99	AM233

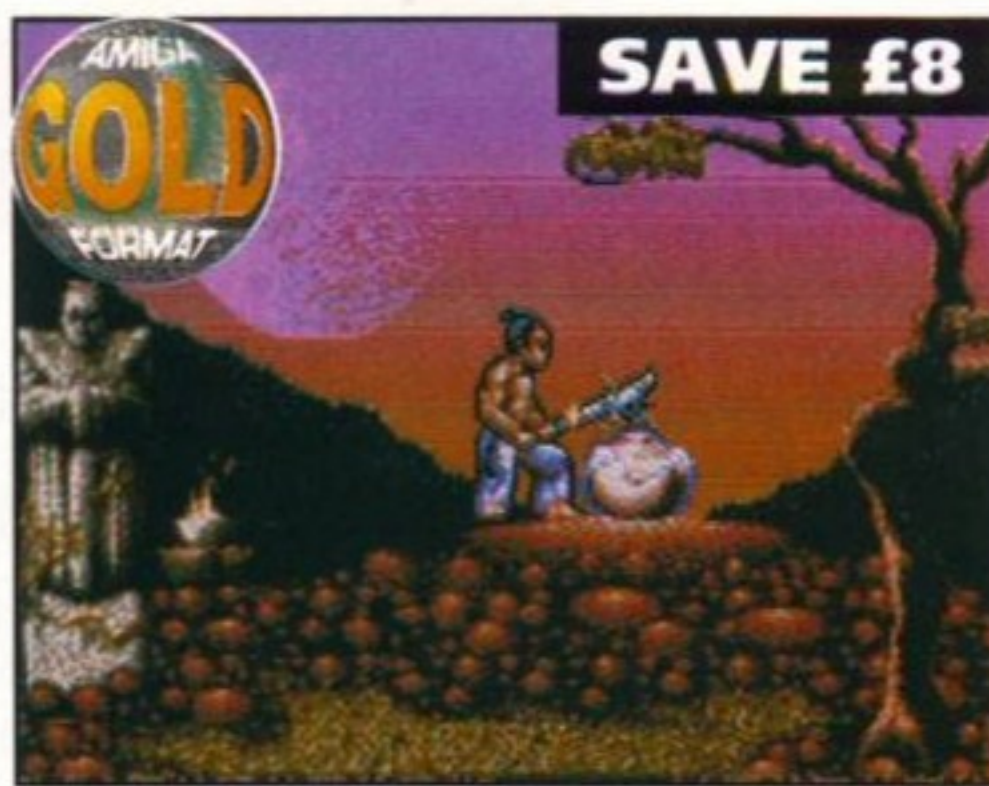



SAVE £11

Flight of the Intruder

An excellent flight sim which lets you take to the skies in an F-4 Phantom jet as well as an A6 Intruder bomber. Authentic aerial thrills designed by the team who put the mighty *Falcon* together (AF rated 88%).

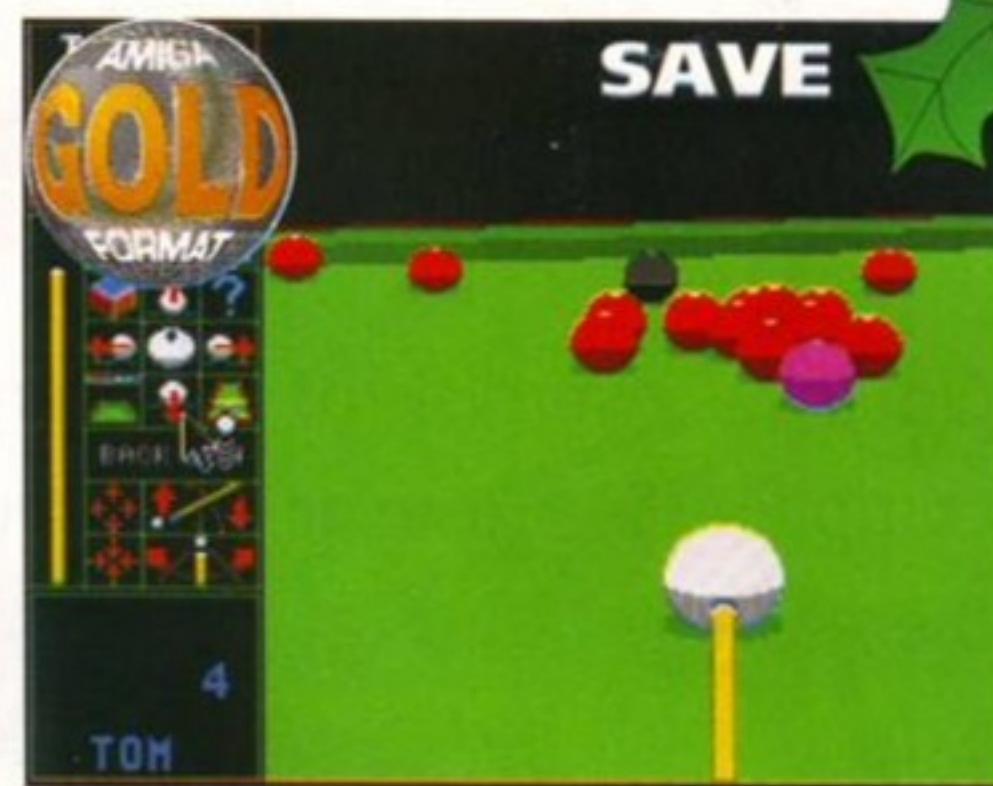
Description	Price	Order No
Flight of the Intruder	£23.99	AM230


SAVE £8

First Samurai

If you haven't played the demo on Coverdisk 28, you should do! You'll be amazed by the look and sound of this oriental seek-and-slay game, but you'll realise the hidden depths of gameplay, too...

Description	Price	Order No
First Samurai	£17.99	AM227


SAVE

Jimmy White's Snooker

The Format Gold snooker game, with an amazingly playable 3D system conceived by master programmer Archer McClean. One of the most enjoyable games of the year to date.

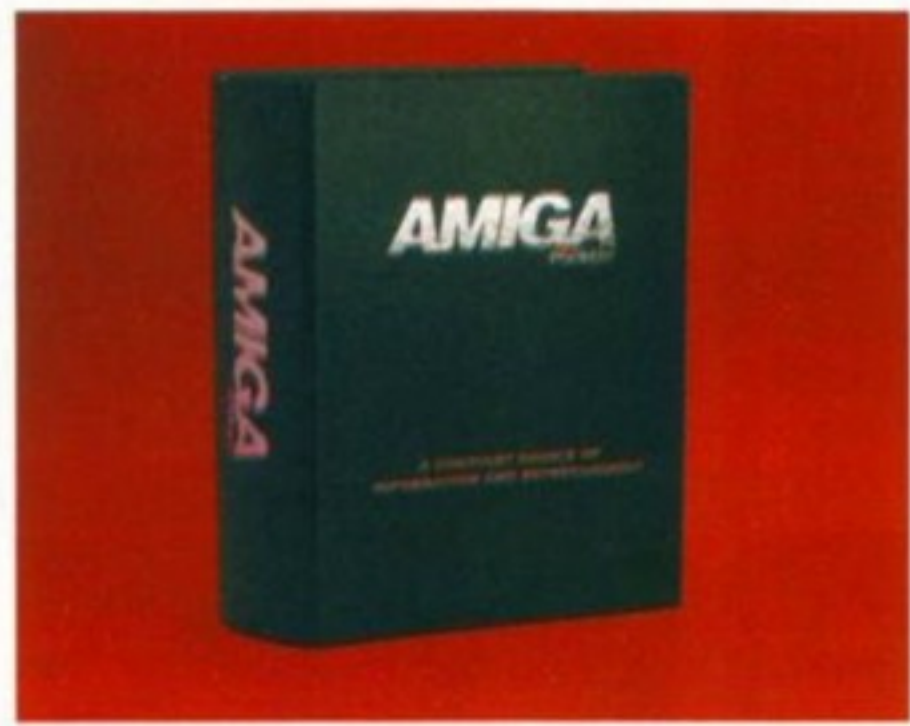
Description	Price	Order No
Jimmy White's Snooker	£22.99	AM228



Back Issues

Why miss out on invaluable information just because you didn't buy an issue when it went on sale? Back issues even come complete with the original Coverdisk: see Pages 238-9 to find out what was in each issue. While you're about it, why not get a binder to collect your new issues?

ISSUE	Price	Order No
Issue 14	£4.00	AMF14
Issue 16	£4.00	AMF16
Issue 17	£4.00	AMF17
Issue 18	£5.00	AMF18
Issue 19	£4.00	AMF19
Issue 21	£4.00	AMF21
Issue 22	£4.00	AMF22
Issue 23	£5.00	AMF23
Issue 24	£5.00	AMF24
Issue 25	£4.00	AMF25
Issue 27	£4.00	AMF27
Issue 28	£4.00	AMF28
Issue 29	£5.00	AMF29
One binder	£4.95	AM108



All prices include postage, packing and VAT

No Hidden Extras
HOTLINE 0458 74011


SAVE £6

Naksha Mouse & Tracey

Improve your mouse control with this high-quality replacement mouse. It comes with Tracey, a special tool (RRP £7.99 but free to you!) which will allow you to trace pictures with the aid of your mouse.

Description	Price	Order No
Naksha Mouse and Tracey	£28.99	AM191


SAVE £8

Technosound Turbo

The updated sampler from New Dimensions will not only grab digitised sounds but also allows you to sequence them into full compositions. It even features MIDI linking, so you can use it with MIDI instruments.

Description	Price	Order No
Technosound Turbo	£27.99	AM199

See our remarkable Subscription offer on Page 238!

Amiga Format Mail Order

Name _____
Address _____
Post code _____
Telephone No. _____

SEND THIS FORM TO:
Amiga Format,
Future Publishing
Ltd, Freepost,
Somerton,
Somerset, TA11 7BR

Description	Price	Order No.
Total Order		

No stamp required
if posted in the
United Kingdom,
Channel Islands or
the Isle of Man

For overseas orders
call Nikki for prices
on 0458 74011

Method of payment (please circle) Access • Visa • Cheque • PO
Please make all cheques payable to Future Publishing Limited.
Credit Card No. _____

Expiry Date _____



Sequencer One: the

On the Coverdisk of this very issue is the best possible special offer you could have: the complete **Sequencer One** music package, RRP £89, for next to nothing. But it doesn't stop there! Why not make the most of your **Sequencer One** by taking advantage of the host of extras which **build up to make your Sequencer One system the most powerful easy-to-use music-making system** there is! And here they are, all at the best possible prices!

SAVE £5!



THERE'S MORE TO LEARN...
 From next month, *Amiga Format* will be running simple lessons in how to create your own music with Sequencer One in various musical styles, using new samples. Why not get a step ahead of the game by kitting yourself out with all you could need?

THE HIT KIT!
 A music composition system to use with both *Sequencer One* and *Sequencer One Plus*. It can help you to create professional-sounding drum tracks, bass lines and other accompaniments in a wide range of musical styles (eg ballad, blues, house, disco, latin, reggae or techno). Very little previous musical knowledge is needed to obtain frighteningly rapid results! Can you write a number one hit? Here's the kit to help you, only £24.95 (RRP £29.95)!

Description	Price	Order No
The Hit Kit!	£24.95	AM237

SAVE £90!



SEQUENCER ONE PLUS UPGRADE KIT

Don't miss out on this incredible offer! Upgrade to *Sequencer One Plus* to take advantage of a host of extra features including the unique Juke Box screen and Gajits' new 'Diamond Drag' note editing system. Also includes: tempo maps, auto count in, MIDI sys ex handling, track solo, extra quantize options, and much more! All of this will sell for £129.95 (RRP). For a short time only, *Sequencer One Plus* is available as an upgrade kit for *Sequencer One* owners (and that includes everyone who has the program from *Amiga Format Coverdisk 30*) at just £49.95 (RRP). But we're offering it to you at a mere £39.95 for an amazing total saving of £90!

Description	Price	Order No
Sequencer One Plus	£39.95	AM235

SEQUENCER ONE USER KIT

Contains not only the full program User Guide but also a personal User Registration Card. The User Guide includes a beginners' introduction to sequencing and MIDI, lots of helpful illustrations and examples, and a full index. The User Registration Card entitles you to free update information and the Gajits Telephone Helpline support service. You can benefit from all of this for the special price of only £6.95!



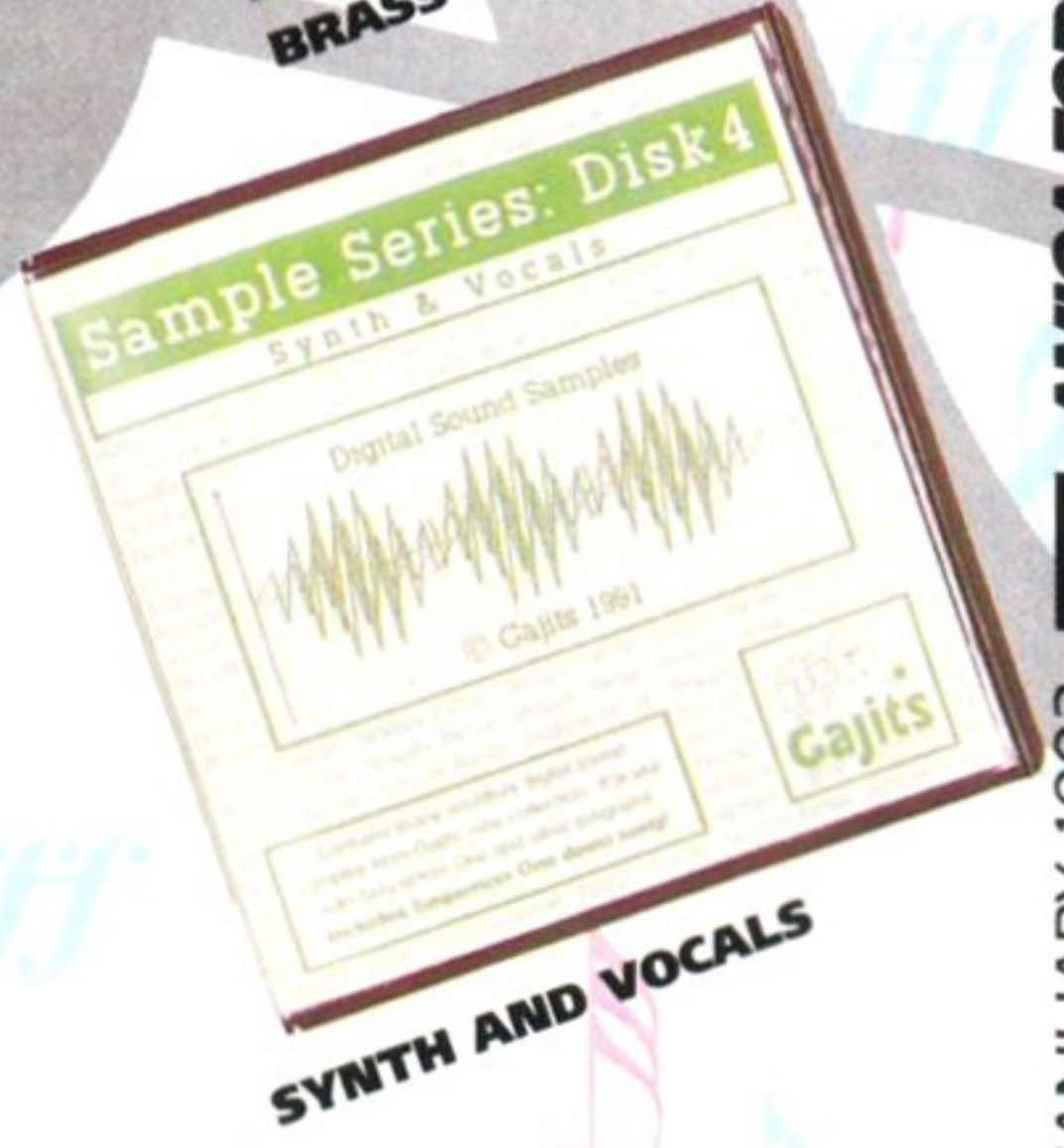
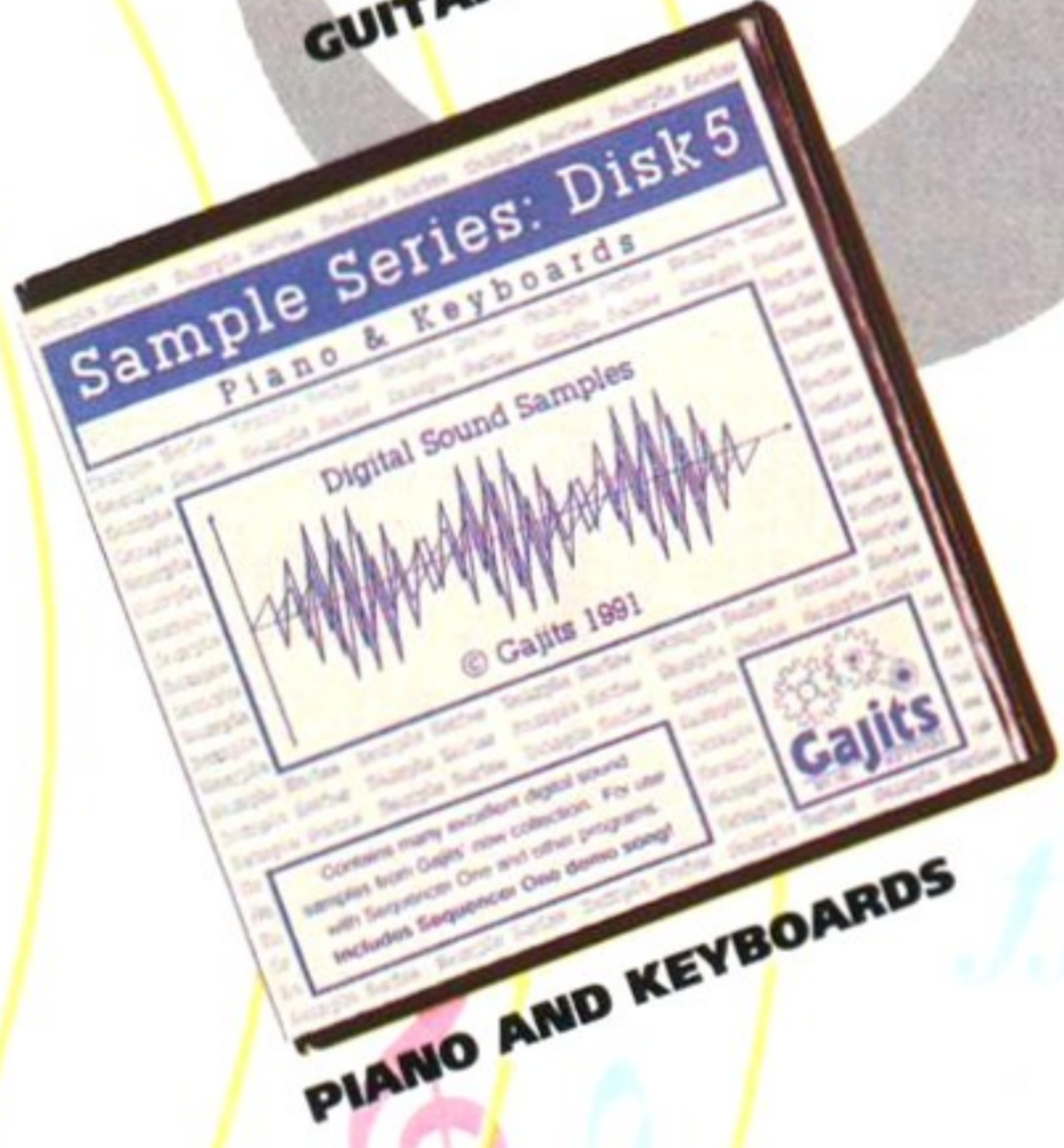
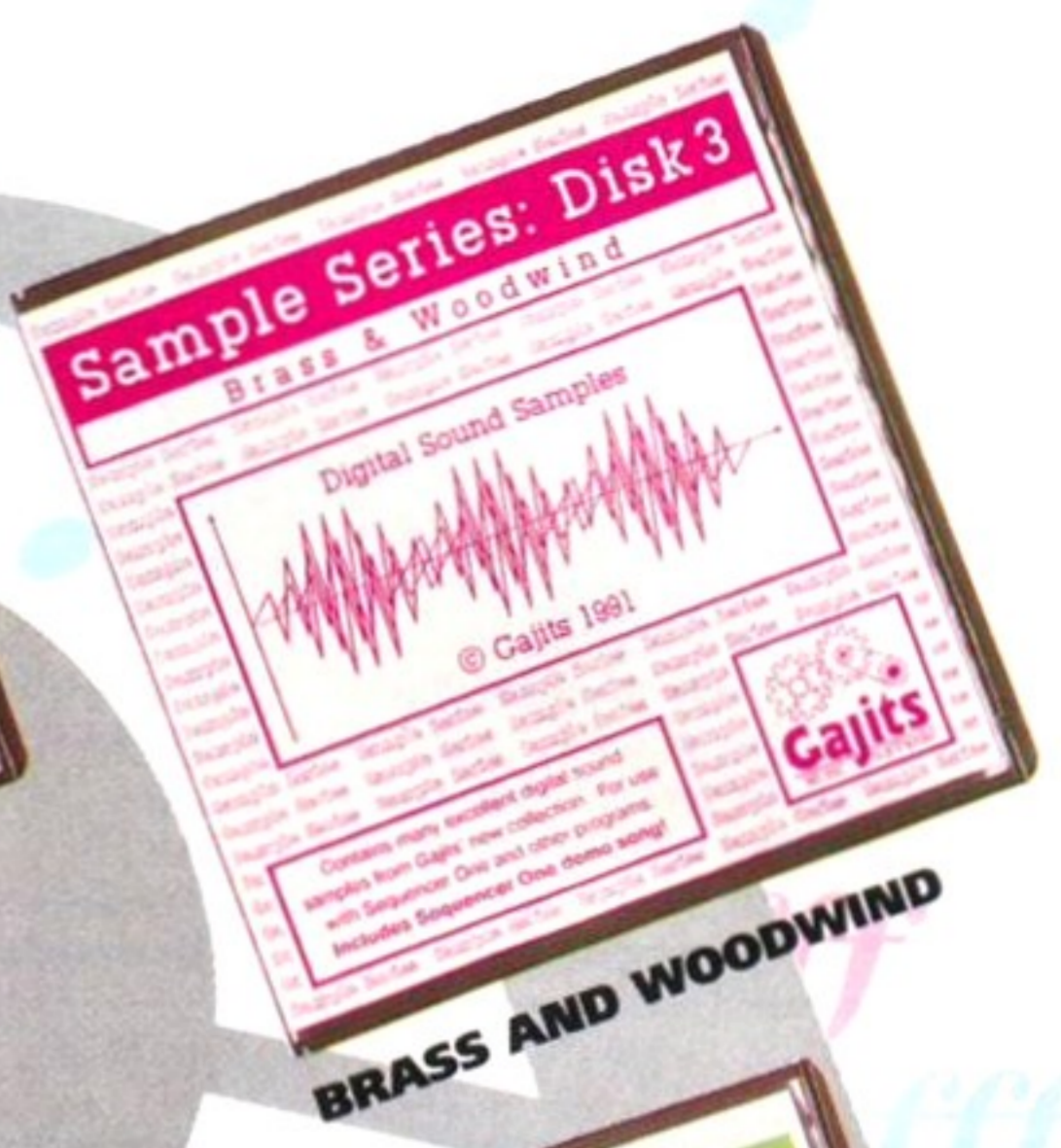
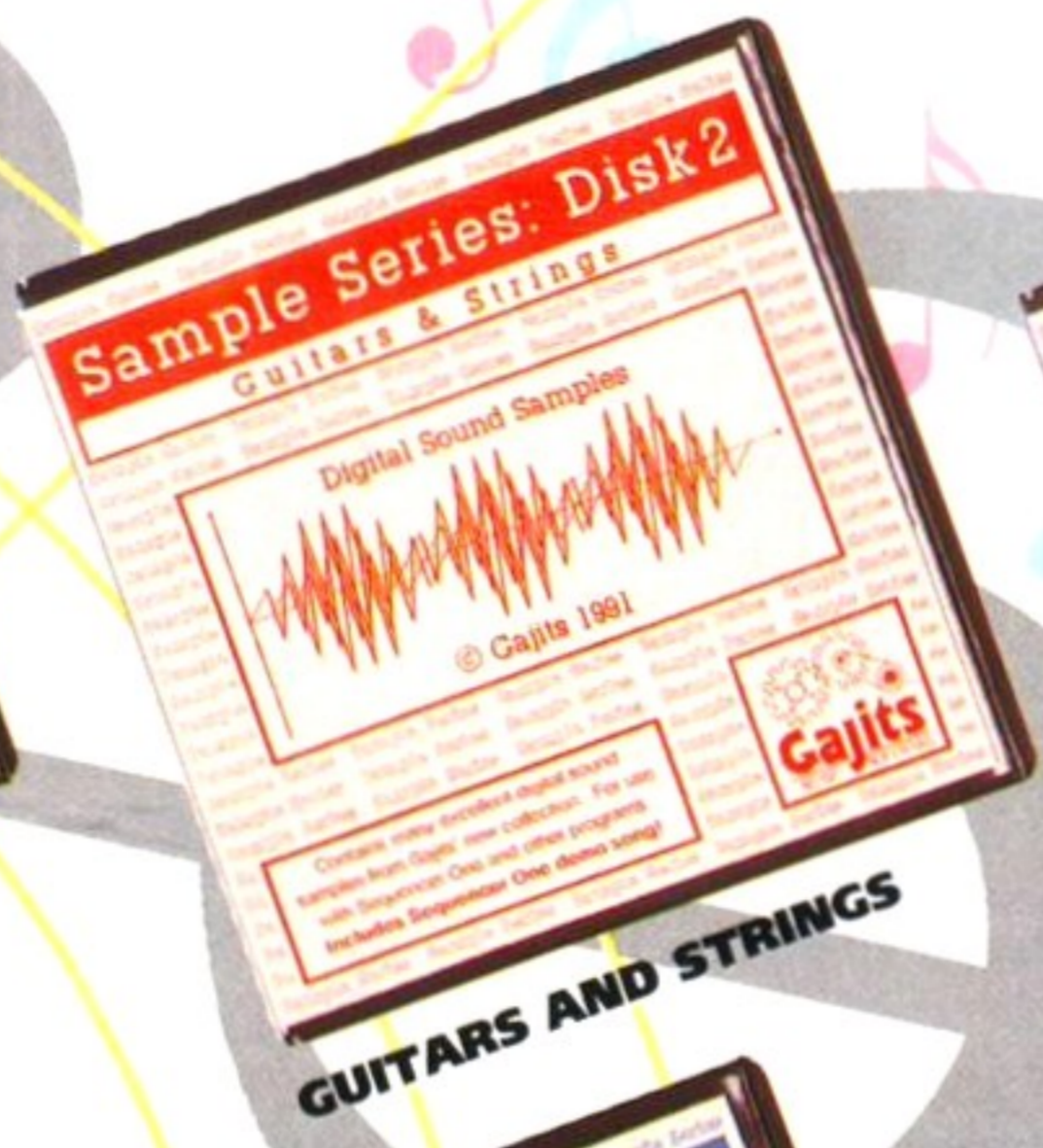
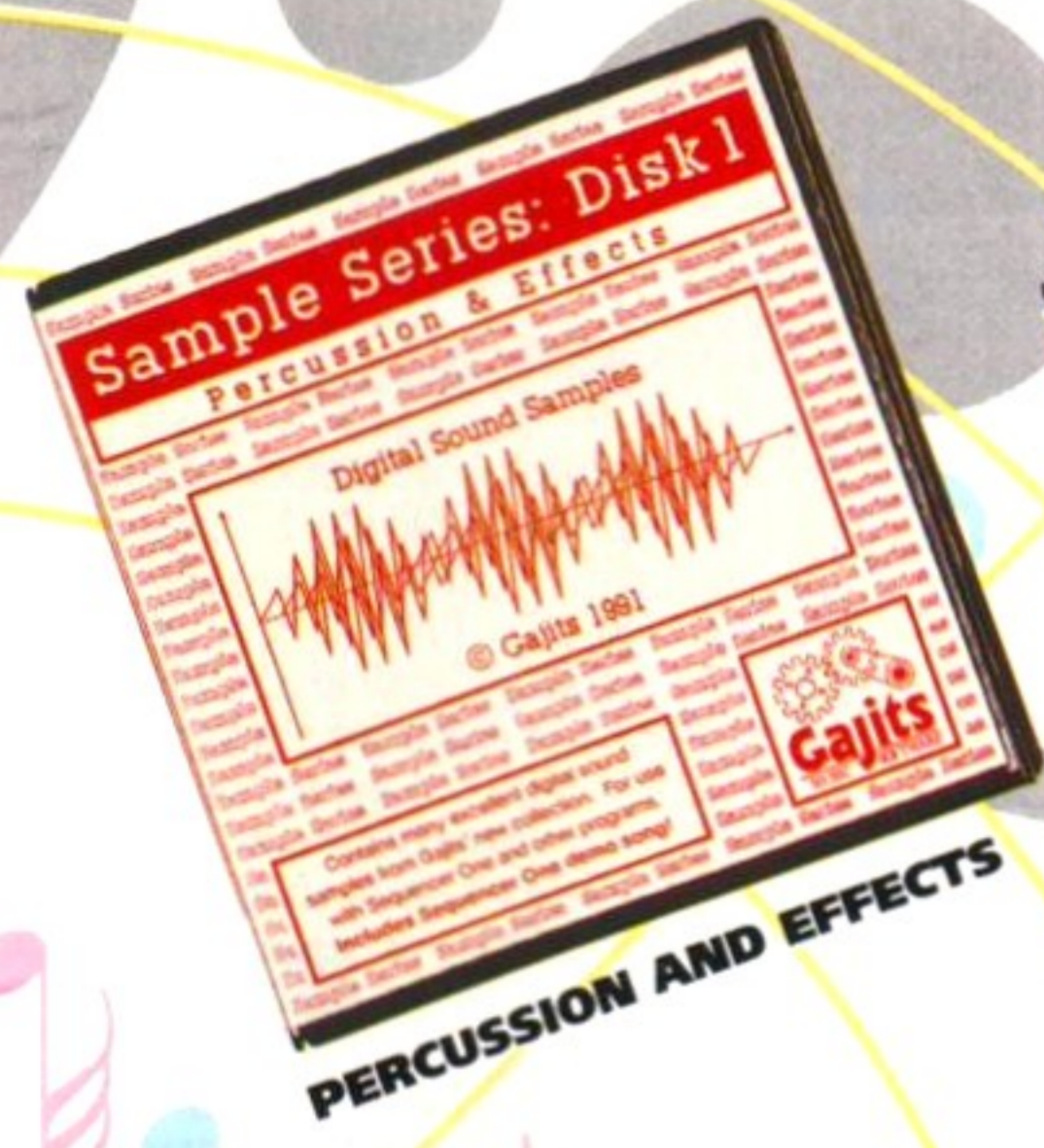
Description	Price	Order No
Sequencer One User Kit	£6.95	AM236

AMIGA FORMAT

234

JANUARY 1992

very special offers



SAVE UP TO £25!

THE SAMPLE SERIES

A collection of five volumes of IFF format digital sound samples for use with *Sequencer One* and *Sequencer One Plus* (as well as other programs using IFF samples). Each volume contains up to 80 high-quality samples and includes a specially-written demo song to demonstrate the capabilities of the samples. There are five volumes to collect:

1. Percussion and Effects
2. Guitars and Strings
3. Brass and Woodwind
4. Synth and Vocals
5. Piano and Keyboards

Each volume costs just £9.95 here (RRP £12.95). The complete set can be bought for only £39.95.

Description	Price	Order No
Sample Series 1: Percussion	£9.95	AM238
Description	Price	Order No
Sample Series 2: Guitars	£9.95	AM239
Description	Price	Order No
Sample Series 3: Brass	£9.95	AM240
Description	Price	Order No
Sample Series 4: Synth	£9.95	AM241
Description	Price	Order No
Sample Series 5: Piano	£9.95	AM242
Description	Price	Order No
Sample Series Complete Set	£39.95	AM243

All prices include postage, packing and VAT
No Hidden Extras
HOTLINE 0458 74011

AMIGA FORMAT

235

JANUARY 1992

Sequencer One order form

Name _____
 Address _____

 Post code _____
 Telephone No. _____

SEND THIS FORM TO:
Amiga Format,
Future Publishing
Ltd, Freepost,
Somerton,
Somerset, TA11 7BR

Description	Price	Order No.
Total Order		

No stamp required if posted in the United Kingdom, Channel Island or the Isle of Man

For overseas orders call Nikki for prices on 0458 74011

Method of payment (please circle) Access ● Visa ● Cheque ● PO
 Please make all cheques payable to Future Publishing Limited.

Credit Card No. _____ Expiry Date _____

FIRST CHOICE
1
COMPUTERS

FIRST CHOICE

LEEDS

TEL: 0532 637988
FAX: 0532 637689

OPENING HOURS

OPEN MON - SAT 9.00AM-5.30PM
SUNDAY OPENING 11.00AM-3.00PM
THURSDAY NIGHT LATE 9.30AM-7.30PM

WEST YORKSHIRES PREMIERE
AMIGA AND ATARI COMPUTER STORE

AUTHORISED DEALERS FOR STAR, CITIZEN,
COMMODORE, ACORN, ROMBO & PHOENIX



THE NEW AMIGA A500 PLUS CARTOON CLASSICS PACK

Now complete with:

- * One Mb of chip RAM expandible to 10 Mb of RAM in total
- * The new Kickstart 2.04 * Workbench 2.04
- * Built in battery backed real time clock
- * New improved user friendly manuals

This pack also comes with Lemmings, (the only game ever to get a 100% rating!) The Simpsons, Captain Planet and Deluxe Paint 3 the incredible paint and animation package plus mouse, modulator

only **£359.99** or **£407.99** for 2 Mb version

NEW AMIGA 500 DELUXE

The A500 Deluxe is an updated version of the A500 Plus incorporating the Phoenix ROM sharer because some older software will not run on the new A500 Plus. The A500 Deluxe has been developed with a built in ROM sharer so you can choose to run either Kickstart 1.3 or 2.04.

only **£439.99** or **£487.99**
for 2 Mb version

XMAS PACK

Take the headache out of buying a computer this Christmas with our ever popular **FIRST CHOICE XMAS PACK**. All the essentials required for the first time buyer. Ideal for any Amiga and great value too!

- * Top quality microswitched Powerplay Cruiser joystick
- * Mouse Mat
- * Dust Cover
- * 10 Blank Disks
- * Plus 3 Extra games!!

£29.99

CDTV

Commodore Dynamic Total Vision

Complete with Hutchinsons Encyclopedia, Lemmings and Welcome CD disk, CDTV is a powerful media for both entertainment and education. Capable of handling up to 540 Mb of data, whole encyclopedias can be stored on just one compact disc. The CDTV is also a high quality audio CD player. We also stock a large range of CDTV software all at discount prices

now only **£459.99**

New CDTV keyboard by *Phoenix*

Effectively transforms your CDTV into an Amiga so you can get even more out of CDTV. With the aid of a standard 3.5" disc drive the CDTV will take most of the normal Amiga software from word processing to entertainment

only **£79.99**

AMIGA 1500/2000 PACKS

Amiga 1500 Base Pack

The Base Pack comes complete with 2 floppy drives, Workbench 1.3, mouse, manuals, and a separate keyboard

only **£579.99**

Amiga 1500 with Commodore 1084SD

Same as the base pack but with the Commodore 1084SD monitor

only **£819.99**

Amiga 1500 Business & Classic Software pack

Same as the base pack but with Deluxe Paint 3, Platinum Works (the best integrated pack available for the Amiga), Their Finest Hour, Sim City + Terrain Editor, Populous + Promised Lands, Battle Chess, and Amiga Format Tips Book

only **£679.99**

or **£869.99**

with 1084SD colour monitor

STAR PRINTERS

All Star printers inc free std printer cable and 12 month guarantee

The New Star LC20

Our best selling budget 9 pin mono printer is now even better value for money from First Choice. We've dropped our price by another £10.00!!

Replacing the famous LC10, the LC20 is faster at 180cps draft and 45 cps NLQ and quieter. The front panel now has push button operation replacing the LC10 membrane panel. Other spec is similar to the LC10

now only **£139.99!!**

Star LC200

Colour 9 pin printer with 8 resident fonts and a high speed of 225cps draft and 45 cps in NLQ. A4 Landscape printing

now only **£199.99**

Star LC24-200

Mono and colour. 222 cps draft and 67 cps LQ 10 resident fonts. A4 Landscape printing

only **£229.99** mono
or **£289.99** colour

Star XB24-10 Professional Series Colour

The choice of many professional organisations, this printer comes with one year on-site maintenance. 240 cps draft, 80 cps NLQ. 27k buffer exp to 187k, 4 super LQ fonts and 25 LQ fonts

now only **£339.99**

Star LC24-10

24 pin quality at the price of many 9 pins. 180 cps draft, 60 cps in NLQ, 8k buffer expandable to 37k

now only **£189.99**

THE NEW STAR SJ48 BUBBLE JET

With Epson LQ and IBM Proprinter emulation. The SJ48 is a revolution in printer technology. The quality is almost as good as an expensive laser printer yet costs less than many 24 pin printers. Portable in size, very quiet, and faster than most dot matrix printers at 100 cps in LQ. Printer cable included

only **£229.99**

Auto sheetfeeder **£52.99**

CITIZEN PRINTERS

All Citizen printers inc. free printer cable and come with a full 2 year warranty!

The New Citizen 224

If you want 24 pin quality, you want to print in colour if necessary and you don't want to spend a fortune, the new 224 is an ideal solution. Using the same technology as the Swift 24, the 224 is basically a cut down version.

192 cpi draft and 64 cpi letter quality with 3 built in fonts.

only **£219.99**

£249.99 inc Colour kit

Citizen 124D

(Micro Decision Best Buy)

The 124D brings quality 24 pin output to you at the price of a 9 pin.

only **£189.99**

The Citizen Swift 9 Colour

Unbeatable value colour printer. 4 resident fonts, 192 cps draft and 48 cps in NLQ. Highly recommended. This printer is also available in a wide carriage (136 column) version

only **£199.99** (80 col)
or **£289.99** (136 col)

The New Citizen Swift 24e and 24x

(What Micro Best Buy)

The best budget 24 pin printer has just got better!

This must be the best 24 pin colour printer for less than £300. 8k buffer expandable to 40k, 216 cps draft, 72 cps LQ and multilingual

only **£279.99** (80 col)
or **£389.99** (136 col)

THE NEW EPSON 4100

With 512k of RAM as standard from First Choice expandable to 6 meg. 6 pages per minute, HP2, FX, LQ. GQ compatible. 150 autosheet feeder, 12 months on-site maintenance and printer cable

only **£719.99**

Toner cartridge **£59.99**

THE HP DESKJET 500

This very popular inkjet printer allows you to create laser jet quality without the cost. with 100 page auto sheet feeder, printer cable, 3 page /minute speed and

3 year UK warranty

only **£359.99**

AF back issues

Please use the subscription order form opposite. Prices per issue include Coverdisk, packing and postage. UK - £4.00 (Issues 18, 15, 23 and 24 £5) Europe - £5.35, Rest of World - £7.65. Sorry, Issues 1 - 13, 20 and 26 are sold out. See panel for Issues 18, 23 and 24, which all came with complete games. What an amazing offer! Still available are these issues:



14 Public Domain special issue: what it is, how to make the most of free software. Plus complete PD game on disk.

16 Huge feature on CDTV, the future of home entertainment. All-time classic *Captive* is demoed on the disk.

17 24-bit graphics: the first full report. Buyers' guides to word processors and hard disk drives.

19 Buying a new Amiga, new software or new hardware? Our 'Know your Rights' feature helps you get it right.

21 Get into graphics! All the paint packages reviewed, plus Amiga artists and their tips. Big disk demos *Moonshine Racers* and *Hyperbook*.

22 A spectacular guide to sound samplers, video digitisers and scanners. PLUS play *The Bitmaps' Gods* on disk.

25 Discover the secrets and techniques behind DTP, from fanzines to magazines. Play *Mega-lo-mania* on the disk!

27 The ultimate in computer graphics, the classics of computer gaming, and much, much more.

28 Find out the secrets of how a game with superb graphics is created, play the amazing *First Samurai* on disk, check our complete buyers' guide if you want a new hard drive, listen to what an Air Vice-Marshal thinks of flight sims and heaps more besides!

Amiga Format back issues with complete games

18 300 page Xmas special! Games of the year revealed; Top coders make their predictions for games of the future; All the big Xmas games reviewed. Plus! Two disks! Interphase - the complete game! Total Recall - playable demo! Lemmings - playable demo! And more! £5.00

23 236 page giant! 3D special: How 3D games are created - The Assembly Line tell all; massive guide to 3D graphics, and more! Plus! Two disks! Balance Of Power - the complete game! Atomino - playable demo! 3D Construction Kit - useable demo! And more! £5.00

24 220 pages! CDTV special - is this the future of home entertainment?; Graphics special report, and more! Plus! Two disks! Archipelagos - the complete game! Vaxine - the complete game! And more! £5.00

29 260 pages! Revealed - the new A500 Plus, the most important Amiga upgrade ever. We tell you all about it. Plus: the first ever review of word processors with graphics: which is best at pictures as well as words. AND on the second Coverdisk: complete music-making package OctaMED (worth £10)!

Remember! At various times throughout the year we produce bumper issues that retail at £3.95. But as a subscriber you won't have to pay any extra and you've already got your gift software!

Amiga Power issues with complete games!

1 Who do Renegade think they are?; Work In Progress: *Birds Of Prey*; The game I wish I'd written - veteran coders speak; *Rainbow Islands* Players Guide; over 40 new games reviewed, including *Exile*, *Gods*, *Cybercon III*, *Eye Of The Beholder*, *Railroad Tycoon*... Plus! On the disk: *Bombuzal* - the complete game!

2 *Creation*, *'Bob'*, *Populous II* - Bullfrog interviewed; 20 Amiga classics for £10.99 or less; *Eric Matthews*; *Rainbow Islands* continued; over 40 new games reviewed, including *Monkey Island*, *Switchblade II*, *Hero Quest*, *Wonderland*... Plus! On the disk: *Kid Gloves* - the complete game!

SUBSCRIBERS CLUB

You not only receive an excellent gift when you subscribe you can also take advantage of our exclusive subscriber offers! An extra bonus or what? Just take a look! This month's special offer to subscribers is...

**MIDWINTER II
Flames of Freedom**

**Subs Club Price £25.99
RRP £34.99**

The *Flames of Freedom* are burning on a lone isle. An evil empire seeks to extinguish them by enslaving these survivors of the climatic apocalypse. A stunning 3D adventure, *Midwinter II* let's you fly, float and fight for freedom in a fractal generated world. Vehicle sims, fire fights and espionage combine in this strategic test.

SAVE
£9

Receive a superb gift when you Subscribe



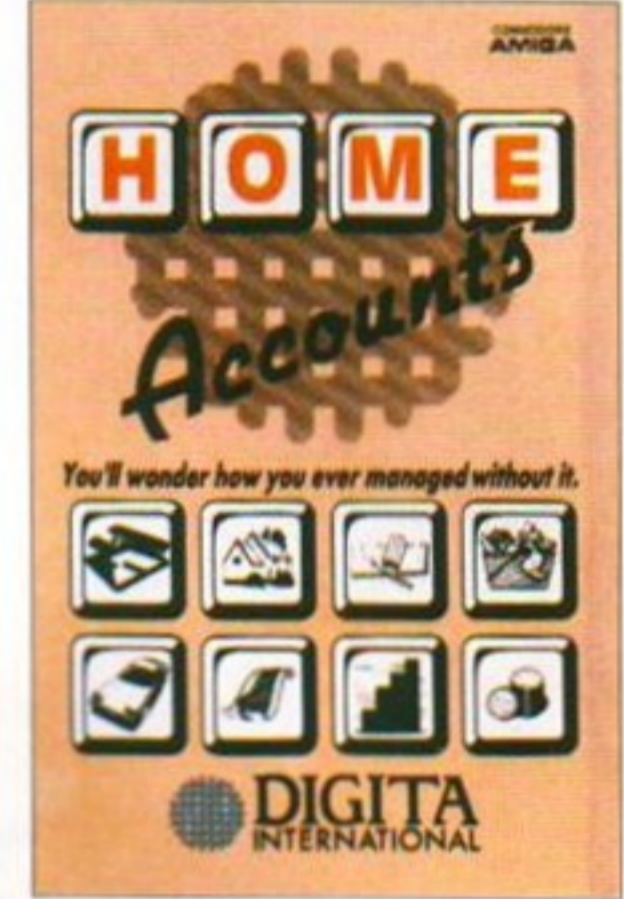
FIRST SAMURAI
A game of honour, hard knocks and the Hallelujah Chorus! *First Samurai* has that cutting gameplay edge and is backed to the hilt with some of the most stunning visuals ever seen on an Amiga screen and some extraordinary sound effects. A huge arcade adventure, it takes seek and slash further than ever before. Seen in excellent playable demo on *Amiga Format* 28.



MEGA-LO-MANIA
It's not even been released and already it's become a classic! Although inevitable comparisons have been made with *Populous*, this is a game with a style all of its own. Develop the technology to conquer other races and win! Playable demo on *Amiga Format* 25.



JAMES POND 2: ROBOCOD
This year's *Rainbow Islands*: one of the most colourful, playable and enjoyable games of the year and a great contender for the Christmas no.1 slot. All the fun of *Mario Bros* and *Sonic the Hedgehog* rolled into one keeps the Amiga way ahead of those console rivals.



HOME ACCOUNTS
This home accounting package will help you plan and keep track of all your finances, you'll wonder how you ever managed without it.

Just look at all the benefits you get

- You save time and trouble
- You receive a superb software package – as a gift!
- You guarantee your copy
- You get it delivered
- You get first crack at all special offers – at exclusive prices
- For the same price you pay at a newsie!

YES! Please enter/renew my subscription to AMIGA FORMAT and send me the software of my choice...

tick as appropriate **HOME ACCOUNTS** **ROBOCOD** **MEGA-LO-MANIA** **FIRST SAMURAI**

UK £38.40 EUROPE £67.20 REST OF WORLD £97.45

NB To ensure you receive your magazine and disk quickly and undamaged, all overseas subscriptions are sent Airmail

Please also send me

SUBS CLUB OFFER – FLAMES OF FREEDOM – £25.99 Existing subscribers please quote your reference number from your address label _____

AMIGA FORMAT BACK ISSUES – £4 EACH (ISSUES 18, 23 & 24 – £5 EACH) **AMIGA POWER BACK ISSUES – £5 EACH**

please circle 14 15 16 17 18 19 21 22 23 24 25 27 28 29

please circle 1 2

TOTAL COST £ _____ please remember to include all items that you have ticked above

METHOD OF PAYMENT

VISA/ACCESS card no _____ exps _____ **CHEQUE** make payable to Future Publishing Ltd

NAME _____ TELEPHONE NO _____

ADDRESS _____

POST CODE _____



0530
411485

ASHCOM



0530
411485

**EXCITING
NEW
PRODUCT**

-PRESENTS-

**PRICE
BREAKTHROUGH**

THE AX508

A TRUE SYNERGY WITH THE AMIGA 500



OUTSTANDING FEATURES:

- ★ EXTERNAL FITTING, (JUST PLUGS IN).
- ★ AUTO CONFIGURATION FOR 2MB, 4MB OR 8MB.
- ★ THROUGH PORT, FULLY COMPATIBLE WITH EXTERNAL HARD DISC DRIVES, SCSI ETC.
- ★ ULTRA LOW POWER, NO EXTERNAL PSU REQUIRED.
- ★ FULLY BUFFERED DATA & ADDRESS BUS.
- ★ TRUE FAST RAM, USES LATEST TECHNOLOGY HIGH DENSITY DRAM.
- ★ ZERO WAIT STATES, GURU FREE!
- ★ SLIMLINE ATTRACTIVE UNIT.
- ★ RAM TEST SOFTWARE.
- ★ ALLOWS CREATION OF VERY LARGE AND FAST RAM DISCS.
- ★ WILL NOT INVALIDATE WARRANTY.

AX502 2MEG £179.00 INC VAT

AX504 4MEG £269.00 INC VAT

AX508 8MEG £399.00 INC VAT

THE ULTIMATE AMIGA RAM EXPANSION.

SIMS 1M*9	£35.00	POPULATED TO 512K	£53.95
256K*1 DRAM	£1.00	SQUICK MOUSE	£14.95
256K*4 DRAM	£5.00	ASHCOM CATALOGUE DISC	£1.00
512K RAM EXP + CLOCK	£21.95	MAC+UTILS	£49.95
512K RAM EXP	£19.95	ASHCOM UTILITIES DISC	£4.95
1.8MB RAM EXP	£139.95	DISC FULL OF GREAT UTILS.	

ALL PRICES INCLUDE VAT / P&P.

FREE CATALOGUE DISC WITH EVERY ORDER.

2 YEAR WARRANTY ON ALL PRODUCTS. ALL PRICES INCLUDE VAT / P&P. ALL ORDERS NORMALLY DISPATCHED WITHIN 24 HOURS.

NEW PRODUCT!

- BEELINE —
- HIGH QUALITY STEREO SOUND —
- SAMPLER WITH SOFTWARE. —
- ALSO WORKS WITH ALL KNOWN —
- SAMPLER SOFTWARE! —

ONLY £24.95

NEW PRODUCT!

AUTOMATIC JOYSTICK SWITCHER.
AUTOMATICALLY SWITCHES TO JOYSTICK OR MOUSE, WHICHEVER IS IN USE.

ONLY £14.95

SQUICK MOUSE + SWITCHER £24.95
GREAT VALUE!

Only from ASHCOM, 10 The Green, Ashby-De-La-Zouch, Leicestershire, LE6 5JU

Telephone: (0530) 411485 Fax: (0530) 414433

MON - FRI 9.30 - 5.30 SAT 9.30 - 4.00

PUBLIC DOMAIN

**GREAT SOFTWARE
CAN BE YOURS FOR AS LITTLE AS ABSOLUTELY,
TOTALLY, DEFINITELY, VERY NEARLY,
JUST ABOUT NOTHING AT ALL. (HONEST)**

Owning an Amiga, PC or ST now means that you can buy incredibly good software for little more than the price of a disk. Stunning games, utilities, demos, graphics, word processors and more can be found in Public Domain and Shareware software.

But (but! but!!) where do you start? How do you know which programs are completely wonderful and which ones should be re-formatted instantly? What's the best way to buy PD? And – whilst we're at it – just what *is* PD anyway?

For these answers and a whole trainload more, you'll need a new magazine called **PUBLIC DOMAIN**.

- Every issue is **packed full of reviews** – PD programs assessed for the Amiga, PC and ST.
- Every review is **screenshotted**. You can see exactly what you'll be buying.
- Every copy of PUBLIC DOMAIN comes with an incredible **program-packed coverdisk** – so you can get the very best PD for your machine every time.
- Every page is in **glorious full colour**, so you'll have unrivalled quality.
- And every edition of PUBLIC DOMAIN is backed by the full editorial resources of **Europe's most successful** news-stand computer magazine company, Future Publishing.

PUBLIC DOMAIN comes to you from the company that brings you Amiga Format, PC Format, ST Format, Amiga Shopper, PC Plus, Commodore Format, Your Sinclair, New Computer Express, Amiga Power, Amstrad Action, PC Answers, Sega Power and 8000 Plus; markets leaders all.

Issue 2 on sale **5th December** at **£2.95**

IF YOU WANT OUR ADVICE, BUY IT!

**INCREDIBLE PACKAGE!
MASSIVE MAGAZINE
PLUS PROGRAM
PACKED COVER DISK!**



stereo MASTER

When you are considering purchasing a sound sampler there are plenty to choose from. Why compromise? your choice should be the new full featured STEREO MASTER for the Amiga, with software that is designed from our top selling Amiga sampler AMAS and a package that gives you more extras than a M series BMW. By purchasing this state of the art product which combines a quality sampler with the expertise of over 10 years of software programming, you are purchasing a top quality product with the knowledge that it is not only compatible with existing Microdeal products but will also be with future ones.

What is Stereo Master

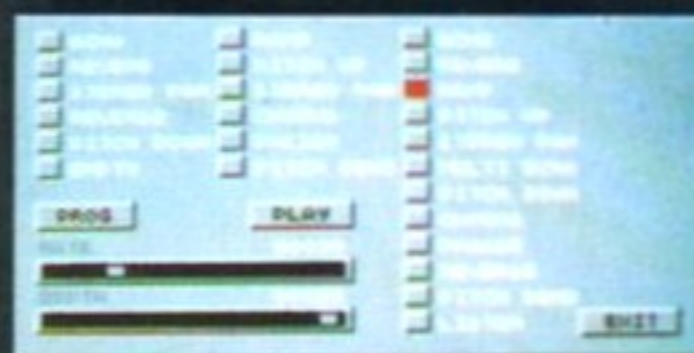
Stereo Master is a low cost, high quality sound sampler for the Amiga range of computers. The sampler cartridge included in this package plugs into the printer port at the rear of the computer and allows you to analyze the sounds coming in from devices such as Personal Cassette Players, Compact Disc Players etc, or change the way they sound using the Real Time Special Effects or record them. Once in the computer STEREO MASTERS unique editor will enable you to edit the sound in practically any way you can imagine. Once you have the sound sample how you want it, you may incorporate it into your own Demo's or use STEREO MASTERS own built in sample sequencer to play back the sample in sequence with other samples!



MAIN SCREEN

The Sampling Software

- Every feature you would expect to find in a professional editing suite including:
- Real time record/play ghost markers
 - Cut or Delete selected sample area
 - Mix sample with full or half volume
 - Shrink in by 25%/50%/75% by drag or wipe
 - Fade in/out with selectable degree of fade
 - Filter sample with soft/medium/hard filter
 - Selectable trigger volumes
 - Record frequency from 3.0 to 55.9 Khz
 - Full editing and control facility for left/right channels
 - Playback volumes
 - Decrease volume
 - Increase volume
 - Bounce sample
 - Paste sample
 - Trigger recording
 - Clear left/right samples
 - Loop sample

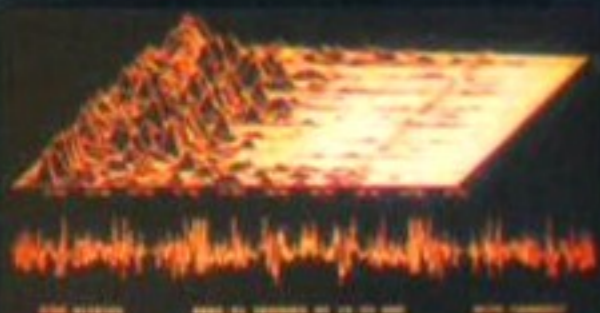


THE SPECIAL EFFECTS CONTROL PANEL

The Special Effects Software

For the first time ever you can emulate special sound effects in real time just like the sound labs can for film studios, normally the hardware to produce these effects would cost 100's of times more than this package. Features on the FX menu include:

- Built in real time special effects including Echo, Reverb, Ramp, Pitch up/down, Stereo bounce, Multi echo Chorus, Phaser, Reverse and Pitch bend.
- Fully programmable special effects so that customised effects can be recalled



3D DISPLAY OF SAMPLE FREQUENCIES (FFT)

The Analytical Software

- A whole host of pro-type analytical functions include:
- 3D display of sample frequencies (Fast fourier transform)
 - 3D display also includes 2D envelope display plus sample information.
 - Built in Stereo spectrum analyzer
 - Stereo Oscilloscopes with trigger markers



STEREO SPECTRUM ANALYZERS



STEREO OSCILLOSCOPES



THE SEQUENCER CONTROL PANEL

The Sequencing Software

- Our built in sample sequencer allows you to take up to 18 samples (memory permitting) and sequence them into your own "tronic" mixes, features on the sequencer include:
- Real time entry of sequences from keypad
 - Step time entry of sequences
 - 2 stereo channels for sequencing
 - Storyboard style editing
 - Digital sequence position display
 - Fast forward/rewind controls
 - Program sample to keypad
 - Stand alone demo player displays IFF picture whilst playing sequence
 - Sequence copy function
 - Loop sample
 - Selectable sequence speed
 - Dump/re-edit function
 - Test function
 - 2 octave playback
 - Insert/delete sample in step time

Other innovative features

- We know this product is years ahead of its time and these additional features justify our boast:
- New style stereo cartridge
 - Produces stand alone executable sample files
 - Fully multi tasking
 - Saves in IFF/Raw/Instrument1/3/5 Octave
 - Includes walkman type cable
 - PAL/NTSC full screen display
 - Can create workbench icons
 - Save customised settings



© 1991 MICRODEAL U.K. ALL RIGHTS RESERVED

AMIGA STEREO MASTER ORDER FORM AMIGA

STEREO MASTER IS £39.95 Post & Packing £1 (All prices inc. V.A.T.)

BY PHONE
WITH
CREDIT CARD



(0726) 68020



BY POST

With cheque, Postal Order or Credit Cards.

Name.....

Address

.....Postcode.....

Credit Card Type.....Expiry Date.....

Number



Please allow 28 days for delivery

SEND TO: Microdeal PO BOX 68 St Austell Cornwall England PL25 4YB



HAMMERSOFT



OF EAST ANGLIA

HARDWARE U.K. ONLY
(free delivery, courier £5.00)

AMIGA PACK 1: (1 Meg of memory)
A500 plus, Cartoon Classics,
TV modulator, Cap'n Planet, Lemmings,
Bart Simpson, DPaint III 384.99

AMIGA PACK 2:
Cartoon Classics Pack: with 10
game pack 404.99
ATARI LYNX GAME CONSOLE 79.90
PHILIPS MKII STEREO MONITOR 249.90
CBM NEW 1084S MONITOR + LEAD 264.00
GVP 52Mb HARD DRIVE 399.99
1/2 MEG EXPANSION/CLOCK 34.99
Commodore 1/2 Meg Ram/Clock 59.00
EXTERNAL 3.5" DISK DRIVE 64.99
ATONCE PC Emulator 199.99
CITIZEN 120D + PRINTER 144.99
CITIZEN SWIFT-9 COLOUR 235.00
CITIZEN SWIFT-24 COLOUR 335.99
Star LC-200 Colour 235.00

SPECIAL OFFERS (while stocks last)

Arpegas (Arkanoid clone) 5.99
Art of Chess 5.99
Back To The Future II 9.99
Barbarian (palace) 5.99
Battle Valley 6.99
Burmuda Project, KStart 1.2 only 5.99
Data Storm 5.99
Days of Thunder 9.99
Dungeon Quest 5.99
E-Motion 6.99
Exolon 6.99
Gauntlet II 8.99
Grand Monster Slam 5.99
Heroes of the Lance 1.2 only 6.99
Kid Gloves 5.99
Netherworld 5.99
Mercenary 4.99
Microprose Soccer 6.99
Powerplay 5.99
RVF Honda 7.99
Shufflepuck Cafe 5.99
Slayer 6.99
Terrorpods 4.99
Tower of Babel 6.99
Zynaps 6.99

LEISURE

Alien Breed 17.99
AMOS Game Creator 36.90
Altered Beast 7.99
Armour-Geddon 17.99
A.T.F. II 7.99
A.W.E.S.O.M.E. + T-Shirt 22.99
BATTLE CHESS 17.99

Battle Command 15.99
Chase HQ II 15.99
Chuck Rock 16.99
Corporation 9.99
DAMOCLES 16.39
Deuterios 17.99
Elite 17.99
G.O.D.S. 17.99
Hunter 20.99
Interphase 9.99
Jimmy White Snooker 20.99
Kick Off II League version 13.99
Last Ninja III 17.99
Lemmings 17.99
Magic Pockets 17.99
Mega Lo Mania 20.99
Mercenary III 20.99
MidWinter II 26.99
PGA Tour Golf 17.99
Populous 9.99
POWERMONGER 20.99
Power Up Compilation 20.99
Realms 20.99
Shadow of the Beast II + T-Shirt 23.99
Space Harrier II 10.99
SPEEDBALL II 17.99
Time Soldier 8.99
Toyota Celica Rally 16.99
Triad II (Tetris, Menace, Baal) 15.99
Turbo Challenge II 17.99
Utopia 20.99

ADVENTURE RPG & SIMULATION AMIGA

BARDS TALE III 17.99
Chaos Strikes Back (1 Mb) 17.99
Dungeon Master (1 Mb) 17.99
Eye of the Beholder (1Mb) 20.99
F-15 Strike Eagle 25.99
F-19 Stealth Fighter 20.99
Flight of the Intruder (1Mb) 26.99
Flight Sim II 27.90
Southern U.K./Europe Scenery 13.99
The Immortal (1 Mb) 15.99
Secret of Monkey Island 17.99
Silent Service II (1Mb) 26.99
ULTIMA VI 20.99
U.M.S. II (1Mb) 19.49
Wonderland (1Mb) 20.99

GRAPHICS & VIDEO AMIGA

3D Construction Kit 36.99
DELUXE PAINT III (PAL) (1 MB) 59.90
REAL THINGS: BIRDS 1+2 22.90
Real Things: Humans 22.90
DELUXE PAINT IV (1Mb) 65.99
DELUXE VIDEO III (PAL) (1 MB) 59.90
Digipaint III (PAL) 59.90
DIGIVIEW 4 + Digipaint (PAL) 109.99
PHOTON PAINT (PAL) 13.99

Professional Draw 2 (1 MB) 99.90
Pro Video Plus 179.00
Pro Video Post 199.00
Real 3D Beginners 119.00

MUSIC APPLICATIONS

Mastersound Digitizer 35.90
MUSIC X U.K. VERSION 1.1 69.99
Midi Interface + Leads 29.95
MIDI Lead 2.99

BUSINESS & EDUCATION

Distant Suns 39.95
Excellence 2.0 65.99
FUN SCHOOL 2 Under 6's, 6-8's or over 8's 14.99
FUN SCHOOL 3 (5,5-7 or over 7) 17.99
FUN SCHOOL 4 (5, 5-7 or 7-11yrs) 17.99
GOLD DISK OFFICE 96.90
Home Accounts 20.99
Home Accounts II 38.99
Kindwords 2 35.90
Mavis Beacon Typing Tutor 20.99
Micro GCSE: MATHS, FRENCH or ENGLISH 21.99
PEN PAL (PAL) (1 MB) 68.99
PROTEXT V4.3 (rec. 1 MB) 66.90
PROTEXT V5.0 1MB 103.90
Pagesetter II (PAL) (1 MB) 46.99
Pagestream 2.1 (1 MB) 138.99
POWER WORKS: Kindwords, Infofile & Maxiplan 56.99
Professional Page 2 (1 MB) 177.90
Superbase Prof. 4 (1 or 2 MB) 235.99
Word Perfect 164.90
WORDWORTH 88.99
WORKS PLATINUM 99.50
Workbench 1.3 Software + Manual 14.90

QUALITY JOYSTICKS & ACCESSORIES

Amiga-Link Serial Cable 12.99
Printer Lead 9.99
Monitor Leads 9.99
Colour Ribbon (LC10) 6.99
Comp Pro 5000 13.29
Comp Pro Extra (clear, auto) 14.29
Super Prof (autofire, suction) 14.29
Disk Drive Cleaning Kit 5.99
A500 Dust Cover 4.95
Mouse Mat 4.95
Naksha Mouse 23.99
20 x SONY BRANDED DISKS + CALC 18.99
100 Capacity Lockable Disk box 8.99
10 x 3.5" DSDD Disks + labels 6.95

Please Send Cheques/Postal Orders to:
HAMMERSOFT, (DEPT F)
47 MILL ROAD,
HETHERSETT, NORWICH,
NORFOLK NR9 3DS
Access, Visa, Eurocard & Mastercard Accepted. Cheques Subject to clearance

ORDER HOTLINE TELEPHONE (0603) 812416

* = Available on Release
Prices include VAT & 1ST CLASS POSTAGE IN U.K.
(Europe please add £2.00 per item)
Return of Post Service on Stock Items



DATAPLEX COMPUTERS LTD.

129 Bath Road,
Slough,
Berkshire,
SL1 3UW

19 High Street,
Old Town,
Swindon,
Wilts

Tel: 0753 535557

Tel: 0793 488448

SHOWROOM open:
Mon - Fri 9.30 - 5.30
Saturday 9.30 - 4.30
MAILORDER Consumables £1.50 Hardware £8.00
Prices excluding VAT



AMIGA A500 HARDWARE

Amiga A500 Screen Gems +
1 Meg Pack £299
Amiga A500 Screen Gems Pack + free disks + 10 extra games pack £339
Amiga A500 1 Meg Class of 90's (First Steps) £369

CARTOON CLASSIC PACK

(Software includes Lemmings, The Simpsons v Space Mutant, Captain Planet, Deluxe Paint 3)
Cartoon Classics plus -
£299

A1500 £549

A1500 Base plus software £549.00
A1500 + Philips CM8833 Mk2 Colour Monitor £725.00
A1500 + Commodore 1084S Colour Monitor £735.00

AMIGA/ATARI DRIVES

1 Meg 3.5" internal £49
1 Meg 3.5" external (Cumana) £60
1 Meg 5.25" external £90

ACCESSORIES

512K Ram + clock £30
Joystick £10
10 Blank disks in library box £8
Mouse Mat £3
Amiga/Atari Mouse £29
1 Meg Ram + Clock £99.00
A500 Power Supply Unit £34.00
Naksha Mouse plus Operation Stealth £24.00

INTRODUCTORY OFFER

Screen Filter for your monitors.
Protect those precious eyes **£15**
(Woven nylon fibre, flare reduction 90%, cuts ultra-violet reflection by 85%)

MONITORS

Philips CM8833 Mk II Colour Monitor + FREE Lead £175

PRINTERS

Star LC20 Mono £120
Star LC200 Colour (9 pin) £160
Star LC24 10 £150
Star LC24 200 (24 pin) £180
Star LC24 200 Colour £220
Panasonic KXP1124i £199
Panasonic KXP 1123 £155
Panasonic KXP1624 £299
Citizen 120D + £115
Citizen Swift 24 + Colour Upgrade £239
Citizen Swift 9 + Colour Upgrade £160
Canon BJ 10E Inkjet £190
HP Deskjet 500 + Leads £329
Sheetfeeder £49

All above come complete with leads

New Starjet Bubblejet Printer, SJ48 £190 + VAT
Including leads.

AMIGA HARD DRIVES (DATAPLEX)

69Mb Hard Disk for the Amiga 500, upgradable to 8Mb, Onboard drive £349 + VAT
69Mb Hard Card for Amiga 1500 £299 + VAT

500,000 COMPUTER GAMES

SURPLUS STOCK SELL-OFF!! TOP SELLING GAMES FROM ONLY £1.00 EACH

AMIGA/ATARI ST/PC/C64/ SPECTRUM/AMSTRAD

JUST SEND ONE FIRST CLASS STAMP TELLING US WHAT COMPUTER YOU HAVE AND WE WILL SEND YOU A FULL LIST OF AVAILABLE SOFTWARE AT PRICES YOU JUST WON'T BELIEVE TO:
SURPLUS SOFTWARE SELL OFF

DEPT.1, No1 SATURN HOUSE, CALLEVA PARK, ALDERMASTON, BERKS. RG7 4QW

500,000 COMPUTER GAMES

THIS IS NOT P.D SOFTWARE, ALL GAMES ARE SHOP SURPLUS

Send your order to :

CRAZY JOE'S
DEPT. AF
145 EFFINGHAM ST.
ROTHERHAM
SOUTH. YORKSHIRE
S65 1BL

Please make Cheque / P.O.
payable to "CRAZY JOE'S"

Crazy Joe's

Established 1989

Amiga Public Domain Software

CREDIT CARD HOTLINE

(0709) 829286

FAX ORDERS

(0709) 878308

MINIMUM CREDIT

CARD ORDER £3.00

24 HOUR SERVICE

A Merry Xmas and a Happy New Year to all our customers!

UTILITIES

- 410 DPaint Cartoon Brushes
- 442 DPaint Fonts Disks (4)
- 458 HAM Radio Utilities (5)
- 580 Dope Intro Maker
- 591 Business Card Maker
- 632 MSH (MessyDOS)
- 642 C Manual
- 682 Sound Applications (2)
- 684 Video Applications (2)
- 901 The Comms Disk
- 1022 AMOS Update 1.3
- 1095 Database Workshop (2)
- 1097 DPaint / PSetter Clip Art (2)
- 1099 Video Graphics (4)

HOME BUSINESS PACK

A suite of programs for serious users : Nag, Bank'n, Journal, QBase, Spread, Wordwright, AmigaSpell, Inventory, and more!
8 DISK SET ONLY £8.00

- 1117 Genealogy *
- 1228 ST Emulator (German)
- 1234 Tetra-Copy
- 1273 C-Light
- 1450 Superkillers (BootX 3.72)
- 1451 ElectroCAD V1.4
- 1535 Master Virus Killer V2.0
- 1536 North C (packed)
- 1537 North C (unpacked) (2)
- 1545 SpectraPaint V3.0
- 1550 FlexiBase V2.0
- 1569 A138 Language Tutor
- 1606 A176 Database Master 2.0
- 1629 ZX Spectrum Emulator
- 1663 Dynamite Cut n Paste Fonts
- 1858 Demolishers 202 Utilities
- 1878 Textplus Shareware WP
- 1880 DCopy & Utilities
- 1884 Equinox Intro Writer *
- 1886 MED V3.1
- 1893 DICE V2.06A
- 1896 Desk Bench (3)
- 1906 PageSetter Clip Art (8)
- 1914 Slideshow Construction Kit
- 1951 King James Bible (3)
- 1954 Celtics Demo Maker
- 1960 RSI Demo Maker (English)
- 1961 RSI DM Utility/Help Disk
- 1962 TSB 3D Vector Designers
- 1987 Quickbench *

GAMES

- 315 Return To Earth
- 496 Holy Grail Adventure *
- 648 Star Trek (USA) (2) *
- 680 Learn & Play (2)
- 727 Star Trek (Richter) (2)
- 766 Treasure Hunt
- 957 Pipeline
- 962 Drip!
- 987 Snakepit
- 991 Jeopard *
- 1004 Games Disk 9
- 1113 Wet Beaver Games
- 1230 Dragon Cave
- 1245 Rings Of Zon *
- 1411 A62 Arcadia
- 1520 A115 Balloonacy *
- 1533 The Jar *
- 1539 Megaball *
- 1544 Seven Tiles
- 1558 Adventure Solutions (2)
- 1577 A146 Fruit Machine *
- 1584 A153 Missile Command
- 1591 A160 Quizmaster *
- 1670 Wheel Of Fortune
- 1690 Hints Disk One
- 1700 Terror Limer 2 (X)
- 1711 Mental Image Games Disk 1
- 1715 Frantic Freddie
- 1720 Cabaret Asteroids
- 1746 Word Games Volume 1 *
- 1747 Word Games Volume 2 *
- 1748 Strategy Games *
- 1749 Truckin' (2)(2D)
- 1790 Serene 2
- 1827 Scum Haters
- 1832 Pom Pom Gunner *
- 1879 Sea Lance *
- 1882 S.E.U.C.K. Simpsons Game
- 1883 Bionix II *
- 1905 J Nicklaus Course Disk 1
- 1916 Air Ace II
- 1926 Napoleonic War System *
- 1945 Island of Nephotons
- 1949 Dungeon Master Companion
- 1975 Raid
- 2011 Twintris *
- 2013 Zeus
- 2014 Cubulus
- 2015 Yelp!
- 2016 Downhill Challenge
- 2017 Mech Fight
- 2018 Wizzy's Quest

MUSIC

- 654 Powerlords Power Musix 2
 - 713 Flash! - Queen (2)
 - 722 Beatmaster Club Mix
 - 724 Technotronic Remix
 - 746 Crusaders Bacteria
 - 858 Sonix House
 - 935 Madonna Hanky Panky
 - 941 Soundtracker Jukebox
 - 969 100 C64 Games Tunes
 - 970 The Comic Strip Remix
 - 976 Scoopex Beast Sonix
- SOUNDTRACKER SPECIAL**
Make your own music on the Amiga! This pack includes enough programs, songs, modules and instruments to get you started and keep you going!
8 DISK SET ONLY £8.00
- 986 Amaze Revolutions
 - 993 PSA Music Demodisk 1
 - 1026 Digital Concert VI
 - 1107 Stop Right Now! *
 - 1292 Crusaders Does Genesis
 - 1630 Accession Sun Wind
 - 1685 Depeche Mode Music Disk
 - 1694 Art Of MED Music Disk
 - 1695 Seal Crazy Remix *
 - 1713 Spaced Out Vol. 1
 - 1714 Spaced Out Vol. 2
 - 1716 I Think We're Alone Now
 - 1717 Everybody Dance Now
 - 1718 Betty Boo Doing The Do
 - 1755 Amazing Tunes 2 (3) *
 - 1763 Aiamond Gallant Knight (3) *
 - 1772 Taipan Music Disk (2)
 - 1776 Crusaders Sheet Music
 - 1777 Beatmasters Technology
 - 1787 Magnetic Beats 2
 - 1788 Magnetic Beats 3
 - 1821 Academy Music Collection
 - 1822 Brainstorm Best Of Grubi
 - 1824 SCR Musax 2
 - 1921 Computer World Music 3 *
 - 1969 LSD Don't Panic
 - 1973 Musical Dreams 1 *
 - 1993 Cats Sing Kylie!
 - 1995 Crystal Symphonies
 - 1997 Prologic Music Disk 1 *
 - 1998 Dimension X Music 1

SLIDESHOWS

GLAMOUR DISKS
For a full list send S.A.E. to
BLUE MOON
P.O.BOX 123
WATH-UPON-DEARNE
ROTHERHAM
S63 7DW
You must be 18 or over and include a statement saying so. Blue Moon is not connected with Crazy Joe's in any way.

- 282 Forgotten Realms
- 617 Neighbours Slideshow
- 725 Diggy Piggies (2)
- 742 Madonna Slideshow
- 814 Viz Slideshow
- 831 Utopia Cartoon Slideshow
- 863 Scream Queens (2)
- 891 Creepshow
- 899 Madonna Slideshow 2 (2) *
- 942 Garfield Slideshow
- 968 Gorezone Slideshow (X)
- 1051 Total Recall Slideshow
- 1085 Comic Slideshow (X)
- 1103 Girls Of Sports Illustrated
- 1210 Turtles Slideshow
- 1263 Crusaders : Richter (2)(2D)
- 1277 Fraxion : Divine Visions (2) *
- 1279 Forgotten Realms '90
- 1708 Invisible World Slideshow
- 1719 Yabba Dabba Cartoons
- 1781 Reflections Ray-Traced
- 1835 Night Breed Slideshow
- 1876 Reflections Ray-Traced 6
- 1901 Leeds United Slideshow
- 1919 Debbie Harry (2)(2D) *
- 1984 Terminator Slideshow
- 1985 Flatliners Slideshow
- 1986 Aliens Slideshow
- 1991 Aquarius Images

We stock **Deja Vu** Licenceware
Price £3.50 per disk
(2 disk sets £5.50)
Full details of titles on our catalogue disk

DEMOS / ANIMATIONS

- 906 Madonna Cartoon Anim *
- 1001 Station at Khern (3) **
- 1033 At the Movies Anim **
- 1105 Cronics Neverwhere Demo
- 1188 Fillet The Fish
- 1200 Raiders of Lost Ark Anim *
- 1229 Budbrain 2
- 1238 Evil Dead Demo (X) *
- 1540 Amy .vs. Walker Anim *
- 1541 Batman Animation *
- 1552 Magician Animation V2.0 *
- 1560 Phenomena Enigma *
- 1628 Do The Bart, Man *
- 1707 Decay Simpsons Demo *
- 1753 Life Of Brian (2)
- 1782 Carrott The Chicken(2)(2D)
- 1784 Carrott Insomnia(2)(2D)
- 1823 N-n-n-n-nineteen Demo
- 1837 Plasmutex Demo

AMIGA A500 PLUS

A large amount of software, both commercial and PD, will not run on these new machines. We are working on a list of compatible titles but this will take some time to complete. If you own an A500 Plus, or are planning to buy one, be prepared for problems and please be patient, wherever you buy your software from.

- 1841 Anti-Lemmin' Demo (2) **
- 1846 Enterprise Anim (2)(2D) *
- 1850 The Wall (6)(2D) *
- 1856 Betty Boo Anim/Slideshow
- 1877 AMOS 3D Demo
- 1885 Robocop Animation *
- 1900 Silents Ice Demo
- 1902 TomsoftVirtual World
- 1923 Star Wars Demo (2)(2D) *
- 1943 Windsurfer Animation (2) *
- 1947 Mr Potato Head *
- 1948 Mr Potato 'Chips Are Up!' *
- 1950 Super Woman Animation *
- 1956 Creature Comforts Demo
- 1976 Equinox 'So What?' (2) *
- 1982 Real 3D Pinball Animation *

GAMES PACK 1

(Some 1 meg - NOT A500+)
The **ULTIMATE** Games Pack!
37 titles on 8 disks including many old favourites!
8 DISKS ONLY £8!

GAMES PACK 2

(1 meg only - NOT A500 Plus)
* Baloonacy * Crossfire *
* Twintris * Wizzy's Quest *
* Arcadia *
5 DISKS ONLY £5!

GAMES PACK 3

(512k - A500 Plus Compatible)
* Dragon Cave * Drip! *
* Megaball * Zeus *
* Air Ace II *
5 DISKS ONLY £5!

GAMES PACK 4

(512k - NOT A500 Plus)
* Card & Board Games *
* Frantic Freddie * Cubulus *
* Serene II * Mental Image *
5 DISKS ONLY £5!

These are just some of more than 2,000 disks in our library. For full details send 50p for our goodie-packed **CATALOGUE DISK!**

KEY TO ABBREVIATIONS : (2) = Number of disks in set; * = 1 meg; ** = 2 meg; (2D) = 2 drives; (X) = Adults Only

P. D. PRICES

1 - 9 disks
£1.25 each
10 or more
£1.00 each
Price is per disk
NOT per title

BLANK DISKS

10 disks . . . £4.49
50 disks . . £19.99
100 disks . £37.99
200 disks . £69.99

DISK BOXES

10 capacity 99p
40 capacity £4.99
50 capacity £5.99
80 capacity £6.99
100 capacity £7.99
512k RAM UPGRADES
With clock £31.50
Without clock £27.50

ACCESSORIES

Dust Cover £2.99
Mouse Mat £2.99
Naksha Mouse . . . £26.99
Budget Disk Drive . . £49.99
Cumana Disk Drive . £59.99
1,000 Disk Labels . . £12.99
Stereo Audio Leads . £3.99
Drive Cleaning Kit . . £1.99

POSTAGE

UK, Channel Isles....**FREE**
OVERSEAS AIR MAIL
Europe, Eire ... add £2.50
Rest of World ... add £4.00

Payment must be in Sterling

PLEASE NOTE PRICES MAY DIFFER FROM OUR SHOP PRICES

PD Update



Find out what the best releases are from the wild and wacky world of PD, in the bewildering company of **Pat McDonald**. He also picks what are the Top 10 utilities and programs of the year.

TEXTENGINE V2.1 AMIGANUTS 1194

Regular readers may remember the original *TextEngine*, which featured on a Coverdisk some months ago. It's a word processor without frills, designed for printing the occasional small document.

There's not much new in the latest release. It can be set to work with 60Hz (NTSC American) Amigas, which is thoughtful. There have also been a couple of bug fixes by the author, Nicholas Harvey. In the main though you'd be hard pressed to spot the difference between this and the original.

What is different is the inclusion of AZSpell on the disk, a PD spelling checker written by Danny Hartley. Although it doesn't come with much in the way of a dictionary, you can add words to it that it doesn't recognise and so build it up to usable standards.

Anyone looking for a cheap word processor need look no further. *TextEngine* is fast, simple to learn, and will no doubt find many followers. It's a shame that



TextEngine is one of the easiest, yet most versatile word processors you can get through the PD. A shame the document length is limited to 50,000 characters.

you can't check spelling from inside the word processor (you have to save the file first) but in the main it's a very reasonable program.

Oh, nearly forgot. There's something else on the disk called *MiniTool* (Fnarr Fnarr). It's a simple icon utility for switching your system between 50Hz and 60Hz, and also for turning the power light (which controls the sound filter) on and off. Not that amazing, but it can be useful occasionally.

SEA LANCE PD SOFT 2022

"All hatches closed... Board is all green... Dive! Dive! Dive!" *Sea Lance*, in case you haven't guessed is a submarine simulator. Unlike all previous attempts at this tricky subject, it's got a relatively original plot, simple controls and good graphics.

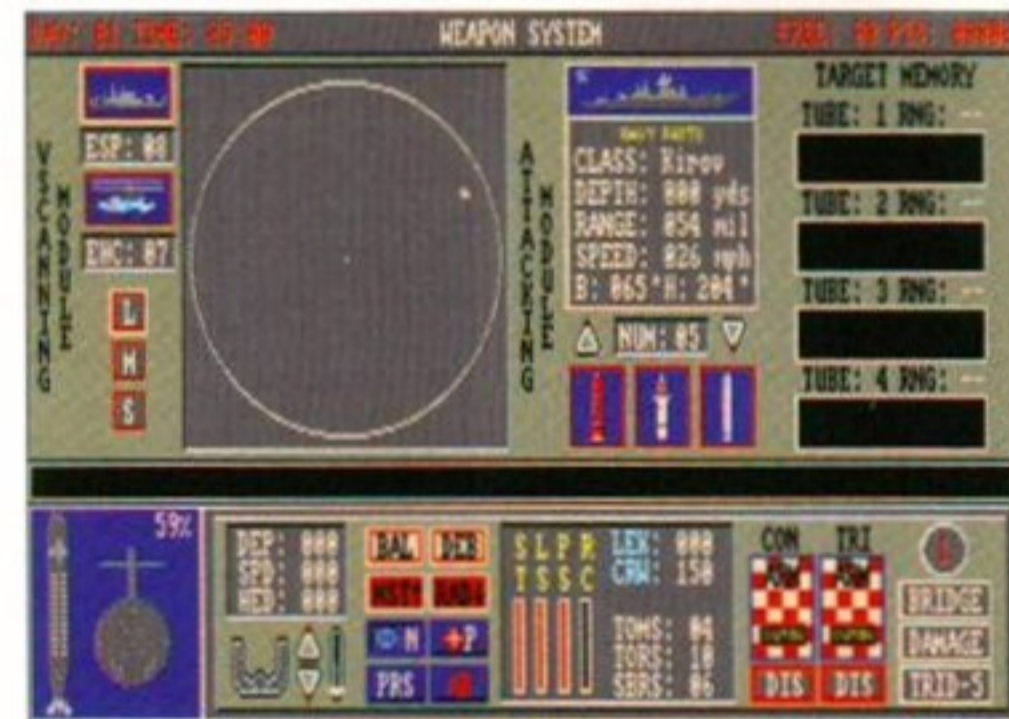
Aliens from another galaxy have conquered earth, smashed the US forces and are using the Russian

equivalents to police the planet. The only thing left to defeat the invaders is *Sea Lance*, a modified Trident submarine crewed by varying nationalities.

The idea is that the aliens have set up 20 bases around the planet. You have to launch Trident missiles at them. These have a small nuclear warhead, as well as biological warheads filled with a virus toxic to the aliens only. The nuke penetrates the force field defence, and the virus knocks out the aliens.

The first thing you have to do is tool up. As well as the Tridents, *Sea Lance* can carry Tomahawk cruise missiles, Subroc II anti-submarine weapons and conventional torpedoes. How many of each you carry is up to you – but it takes a brave commander to set sail with just torpedoes.

Playing *Sea Lance* is easy to pick up. There are just four screens to master – the bridge is used to alter course, speed and depth, and also to abandon ship or increase air pressure to combat breaches in the hull. Satellite maps can be downloaded whilst surfaced.



Being pursued by alien aliened (think about it) Russian vessels is just no fun for a highly-stressed nuclear submarine commander.

The Weapons screen shows a sonar view of the local area, and any hostiles in the vicinity. Launching an attack is simple – pick a weapon, pick a target. The Damage control screen monitors damage and repairs.

Finally, the Trident screen is used to select targets for your missiles, and this is where the game gets tricky. You have 24 missiles, 20 alien bases, but 40 possible cities! Which do you attack?

Sea Lance has slick graphics, good presentation, and manages to make a game out of one of the most tedious simulation types. Jason Bauer (the author) has spent ages getting everything right. I love it.

MUSIC BOX DEJA VU LPD45

For those who want a simple music program, *Music Box* is quite good. It's presentation is very good, and it explains standard musical stave notation before getting on with the program proper (you can skip this when

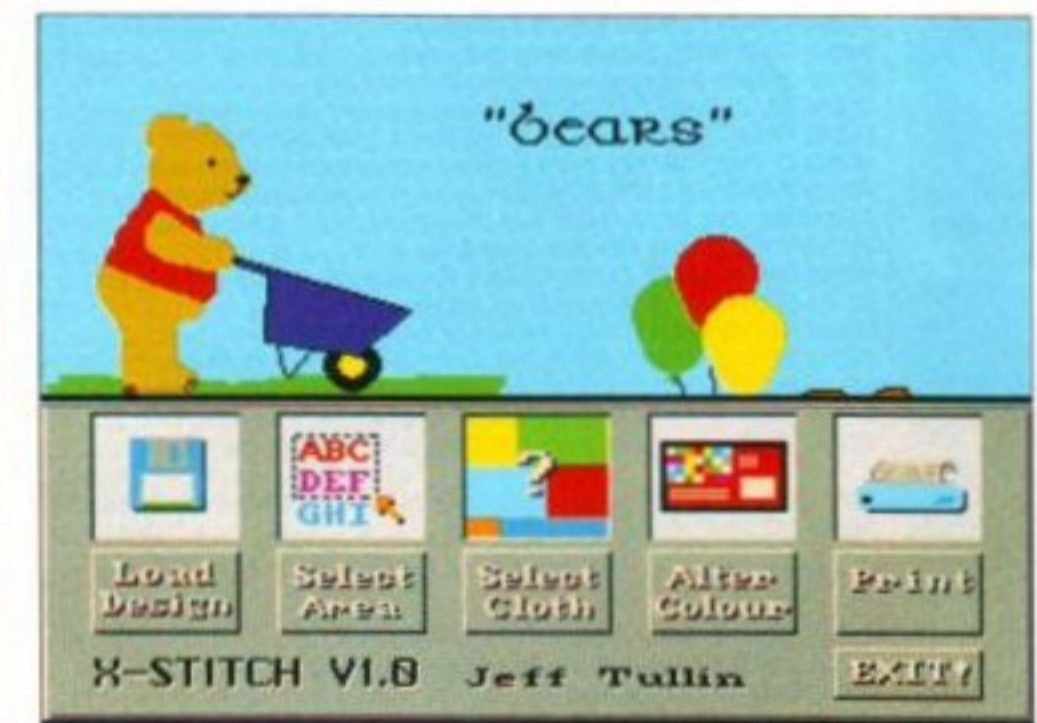


As you can see, all you have to do is pick up a note and plonk it down on the stave where you want it.

you know what the program is all about). In use, all you do is pick up the different notes, and plonk them down on a stave. You can play the tune at any time, to see if you've made any mistakes. It's also possible to use different instruments for your tunes.

Maybe the content is somewhat lacking, but if you want to start at ground zero in music, this is the program for you. You can learn quite a lot just by entering sheet music into your Amiga. It's also gentle on beginners, which has got to be good. Well done Jeff Tullin.

XSTITCH DEJA VU LPD42



Ever wanted to turn an IFF picture into a piece of neat needlework? This program will create the pattern – all you have to do is the manual labour.

Needlecraft veterans everywhere, this could probably be just what you're looking for. *XStitch* can read in standard Amiga IFF pictures (but unfortunately not HAM ones) and it can print out cross stitch needle patterns for you to spend time working on. It's very easy to use, but the printouts are really just configured for Epson compatible printers. If you have one of these, then why not go for it.

Continued on Page 248



**ACC17
AMIGANUTS**

Yet another disk in the series for budding machine coders everywhere. The Amiga Coders Club has finally got off the beginners tutorials and is now tackling more serious subjects like testing the hardware for 50Hz or 60Hz, writing 3D vector ball routines and simple text/screen printing. There's also a quick run down on how to use DOS routines in your own programs and more. Novice coders; miss this at your peril.

**DISK LOCK V1.0B
AMIGANUTS**

Xavier LeClerq, intrepid virus hunter and author of the *Master Virus Killer*, has taken some time off to create this useful utility. Have you ever been cautious about sending an example of your programs, in case somebody rips off your work? Read on!

DiskLock can take a standard AmigaDOS disk (it must be no more than 95 per cent full – the program needs some space) and encrypt it with a password. When you boot from the disk, you must enter the correct password or you can't continue with the program.

The clever bit is that the whole disk is encoded, and reads 'Not a DOS disk' when you try and look at it from Workbench. All right, so a hardened hacker could still get at the programs, but it does prevent casual rip-off merchants from taking your latest creation.

**THE NEW
SUPERKILLERS
PD SOFT V391**

This is the latest in a series from Norway – by Erik Lovendahl Sorenson to be precise. It's a regularly updated disk, containing the best in PD virus killers.

There's *Virus Checker 5.26*, which can look at different disks (including hard disks) for file viruses, and the excellent *BootX 3.80*, for boot block viruses. *BootX* can also save boot blocks. If you do this for your games, and a virus overwrites the game's boot block, you can put the original back again – handy!

In addition, there's *VT2.28*, a German virus checker (but you can pick out most of the features even if you don't speak the lingo). Finally there's that old fave, *ZeroVirus 3*, with the update five brain file.

The disk can detect 172 different viruses. However, there are a couple of points to remember. First, you have to use all the virus checkers to get that good a detection chance. Second, every *Superkillers* disk has a virus on it! It's a BGS9 type, which means that it's easily detectable by the virus checkers on the disk.

The reason why it's there is to make you look at the documentation (the virus is named 'See Important', the name of the doc file) and also to be paranoid about all disks. It's a nasty way to do it – but sometimes you have to be cruel to be kind.



BootX is excellent for checking different boot blocks, and can also record the boot blocks from commercial game disks – a useful back-up if a nasty virus overwrites them.

TOP 10 Classic Games

Pat McDonald looks back at the best that the PD has produced over the past years. Whether you're an arcade freak or a strategy type, you'll find something to insert here

1 SEA LANCE

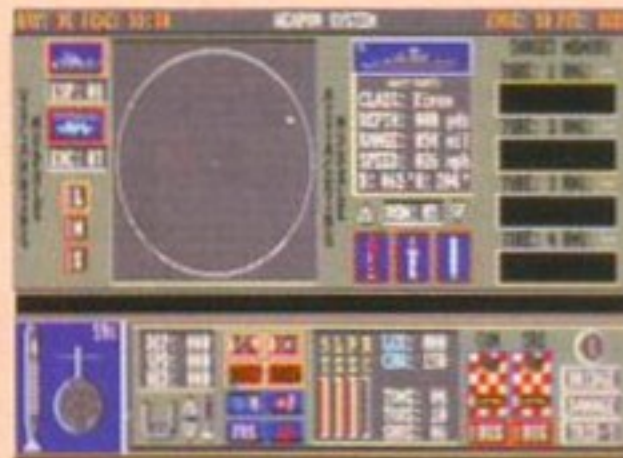
As reviewed this month, *Sea Lance* is one of the best stabs ever at making a submarine simulator with a sophisticated background that's easy to play. Great fun if you like launching nuclear missiles in a good cause (sick, am I not).

2 AIR WARRIOR

An odd PD program, *Air Warrior* is a flight simulator of World War I and II aircraft. Although it's fairly boring as it is, you can link into the network with a modem and compete against whole squadrons manned by human pilots. Great fun if you have a modem, so-so, though, if you don't.

3 LLAMATRON

Jeff Minter's stab at producing a *Robotron* clone, *Llamatron* has lots of strobe effects, genuine arcade noise and the hairy mammals commonly associated with Minter's work. There are 100 screens of absolute non-stop blasting that has had the whole world straining at their joysticks. There are, though, a couple of bugs in two-player mode though.



4 MISSILE COMMAND

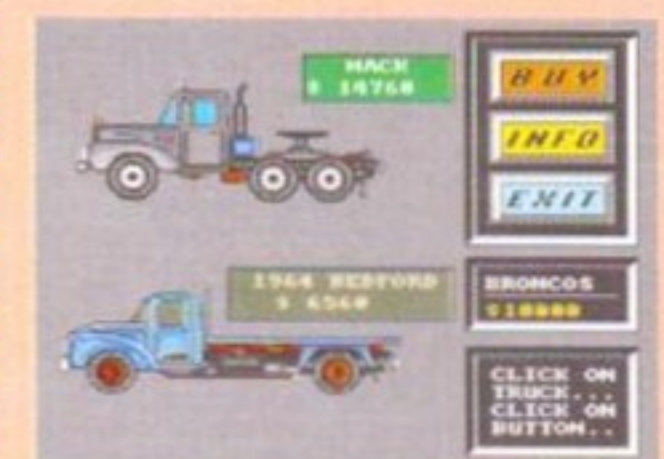
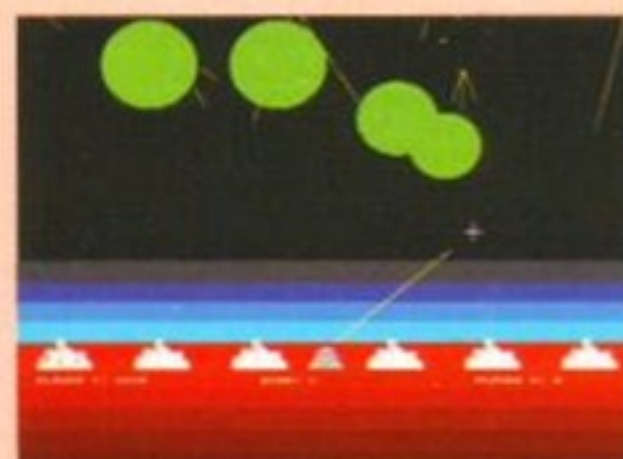
Max Bithead's attempt to recreate the old flashing screen full of incoming nukes is just as playable as the original. Featuring some interlace graphics that aren't that flickery (for once) and a mean line in sound effects, it's become very popular all over the place.

5 PLAY IT SAFE

Not strictly speaking a game at all this. It's more of an educational program for young children, teaching them about the common dangers found in every household. It uses a point-and-click system that's very slick and easy to master. One of the better (and more useful) pieces of educational software around.

6 TRUCKIN'

Australia is so big that it needs a huge fleet of transport vehicles to keep it running. *Truckin'* is a simulation of running your own Aussie transport company. Start off with one rig and try to meet contracts as fast as you can. Not an easy game to win, because there are plenty of random elements – but quite satisfying when you make a payoff.



7 TINY BALL

Surely the smallest game ever written, *Tiny Ball* crams the whole game of baseball into the weeniest space. It's played on the Workbench screen (useful for when your machine is tied up ray tracing or whatever) and uses the mouse entirely for control. Cute and lots of fun.

8 DIRTY CASH

The best fruit machine simulator ever, *Dirty Cash* lets you pit your wits and reactions against those spinning reels. Full of features found on real arcade machines, it's an addictive pursuit to try and beat the system. It also records an on-going jackpot plus record winnings to disk too.

9 MAGIC FOREST

The best arcade game to be written with AMOS, *Will II* (Wilf isn't bad either) has a standard plot: "jump and run to collect the apples". Playing it is a different story though, as the bad guys tend to have you more often than not. Requires a lot of joystick skill to do well.

10 INSIDERS CLUB

Ever wanted to play the stock market? You know, buying shares in companies, launching a takeover bid and reissuing shares? This game lets you do all that and more. You can read the incoming futures markets, make calculated decisions on share prices and even 'cheat' – get some inside information from the *Club* itself. Fun, if difficult.



Can you afford **not** to join?
THE *Amiga*
PUBLIC DOMAIN CLUB

Yes that's right, you can now get Amiga PD for an amazing 39p per disk (Free if you supply the disk), once you have joined our friendly, fast growing and extremely popular Amiga PD Club. It must surely be the Public Domain buyers dream come true!

Lifetime membership to the club costs only £19.95. Much of this, however, will go straight back into the club to provide you with an even better service. Members will be able to choose as many PD titles as they like from our detailed catalogue disks, listing many of the Classic and Latest titles. We will bring you the very best in Demos, Utilities, Music, Art, Business, Animation, Games, Slides and much more. Just send us the blank disks & return postage and we will despatch your order to you the same day. It just couldn't be easier. As an added bonus, members not wishing to supply their own disks - don't have to. We will send your order on our own high quality disks for just 39p per title. We can't say fairer than that!

Members will also enjoy many other benefits including:

- * Many new titles to choose from every month!
- * Massive discounts on other Amiga Products!
- * All catalogue disks are constantly updated and are available FREE!
- * Superb disk magazine, FREE every month. (News, Reviews, Competitions, Letters, Classifieds and much more!)
- * A FREE games compilation to welcome all new members! A FREE mystery gift worth £14.95!
- * No minimum or maximum order!
- * Members can even request titles that we don't have at no extra cost!

Membership is usually priced at £29.95 a year, so apply now and take full advantage of this extra special offer. Remember, you can have LIFETIME membership for an incredible £19.95! Even your first order could save you £££'s!

To become a member, simply fill out the form below and send with a Cheque/Postal Order to:

P.A.S. Enterprises, Amiga PD Club, 3 St. Johns Walk, St. Ives, Cornwall TR26 2JJ, England.

Join now. We promise you will not be disappointed



Please enrol me as a member of the AMIGA PD CLUB and rush me my members pack and membership number. I enclose a Cheque/Postal Order for £19.95 payable to P.A.S. Enterprises.

Name..... Address.....

 Postcode..... Telephone.....

SOUTH Lincs PD

Special Offer 65p per disk, large selection of Amiga PD including, Games, Graphics, Animation, Adult only, Utilities, Music, Demos, Fred Fish Disks, T-Bag Disks 1-56.

Below is a small selection of titles available

1005 Drip (Excellent Game)	2100 Bugs Bunny Show (1 Meg)
1035 Flasch Bier	4024 SID (CLI Utility)
1054 Balloonyacy	4065 Noise Player 4.0
1077 Cubulus	4078 Master Virus Killer V2.1
2013 The Lost Ark (1 Meg)	5049 Xmas Song (2 Disks. Over 18)
2046 Walker 1 (2 Meg. 2 Disks)	5051 BlackAdder 2
2055 Iraq Demo	5063 Sgt Pepper (2 Disks)
2068 Newtek 3 (2 Disks)	6042 Budbrain Megademo 2
2074 Heroic Dreams 1	6059 Indianapolis 500
2088 Amy and Walker (1 Meg)	6060 Total Destruction

Blank Disk DD/DS, 10 for £4.20, 50 for £19.50, 100 for £37.00 (PCP inclusive).
 Send S.A.E. for list of titles or 50p for catalogue disk. Please add 50p for postage and packing to all orders of PD. Cheques/postal orders made payable to **South Lincs PD**
 10 Linden Rise, Bourne, Lincs, PE10 9TD
 Tel: 0778 393470

K-RAM COMPUTERS

16b Fairmount Road
 Bexhill-on-Sea
 East Sussex
 TN40 2HN

AMIGA PD DISKS

GAMES

- GA040 Cubulus - Puzzle Game by Agatron
- GA042 Advanced Lode Runner - 64 Classic
- GA046 Atic Atac - Spectrum Classic
- GA047 Legend Of Lothian - Ultima Style

DEMOS

- DE150 Decay Simpsons Demo - 1Meg
- DE151 Phenomena 91 Demo - Brilliant
- DE156 VIZ Crap Jokes - 2 Disks
- DE167 Devils Labyrinth Demo

UTILITIES

- UT104 Speedbench - Fast Replacement
- UT114 Anti-Flicker - Cures Interlace
- UT116 Windows Bench - 2 Disk PC Look
- UT118 K-RAM Disk 11 - Inc. NUKE!!

ACCESSORIES

- 10 3.5" DSDD Disks + Labels 5.00
- 3.5" Head Cleaner Kit 2.99
- 512K Ram (Full 16 Chip) 29.99
- 512K Ram + Clock (16 Chip) 34.99
- Amiga Dust Cover 2.99
- External Amiga Drive 59.99
- Monitor Dust Cover 5.99
- Quality Mouse Mat 2.99
- Squik Replacement Mouse 16.99

**1-5 Disks £1.25 each
 6 + Disks 99p each
 (2 disk PD is charged as 2 disks)**

Full catalogue disk £1.00. Cheques payable to 'K-RAM Computers'



AMIGANUTS UNITED

169 DALE VALLEY ROAD, HOLLYBROOK, SOUTHAMPTON, SO1 6QX.

WORLDWIDE DISTRIBUTORS OF THE DEDICATED AMIGA CODERS CLUB DISKS
 EUROPEAN DISTRIBUTOR FOR THE T.BAG DISKS. Numbers 1 to 58 now available



MASTER VIRUS KILLER 2.2 It recognises the dreaded Sha Validator virus£5.00

BUG-BASH: Kill the bugs, clean up the trash in the garden. A great kids game.....£3.50

NUCLEUS: An excellent underpriced arcade shoot them up by Mutation Software.....£3.50

877: 1 ACROSS 2 DOWN. A fully fledged crossword program (Data disk no. 1 is supplied free) for only £5.00. Data disks 2, 3, 4, & 5 now ready at £2.50 each.

1068: MOD PROCESSOR V1.92. Make picture and/or music progs, adjust pic height/width. This version will load the V2 8 Channel Octamed music and is excellent!£3.50

1161: INTUIMENU V3. The easy way to execute your programs. Treat yourself!£5.00

1199: AMNUTS TEXT/VIDEO DISPLAYER. A brilliant new way to display your text. There is not much you can't do with this one. It displays different fonts in the size you choose. You can control colours, presentation of the display. It recognises powerpacked files, you can print all or just the screen etc£8.00

1201: The delightfully crazy and fun hotdog game. Can you get through?£4.00

Into coding? - Want to learn? The Amiga Coders Club is for you! If you want to learn Assembly, using Devpac, (or our own ACC special Assembler disk), this is the club for you! Each issue is £3.00. Introductory offer issue ACC 1 to 4 only £2.00. The Amiga Coders Club disks are packed with source, hints, tips, advice from many of the well known coders that are on the Amiga scene today. Latest issue no. 18. ACC 12 is our birthday issue, it is a 2 disk set, and therefore the price is £6.00. Important notice! ACC disk prices will rise to £4.00 each as of January 6th 1992. Amiga Coders Club special! Here is a low priced Assembler package for all you coders out there in Amigaland. (Instructions on disk). Received good review £5.00. A note to all customers, please remember to add post/packing. (see below).

DISKLOCK: this excellent program by Leclercq Xavier will turn your disks into non-DOS format, they will boot and run but cannot be pirated! A must!! **£10.00**

Mike Simpson's **A-GENE** V3.29 (full 2 disk version) available directly from us. Price: Europe **£15.00**, Rest of World **£20.00** + postage. The best genealogy prog.

AMIBASE PROFESSIONAL III. The additions to this new two disk version database are excellent, (see reviews). Also contains a converter to alter files saved with previous version. Only **£10.00** EC or **£15** RoW (remember the postage)

WORDS V3 by ACC editor Mark Meany. If you want to enter those anagram contests, see how many words a given phrase will make, this is the one for you. It has a massive glossary of over 50,000 words!! An excellent program. Only **£15.00**

IMPORTANT NOTICE!

With the exception of Disklock all advertised programs will run on the A500 plus. (V2 Chips). Programs that will run on the V2 Chip are also denoted in our catalogue disk. If making an enquiry, please enclose a S.A.E. - fax us on 0703 785680.

INTO MUSIC? THEN THE (1Mb) EIGHT CHANNEL MIDI COMPATIBLE Octamed V2 IS FOR YOU!

It now contains full notation, including a notation editor with notation printing 5-7 channel modes for high quality, non-CPU stressing audio/split channels, sixteen track display for Midi use and a host of other new MIDI features. The final release of Teijo's PD 4 Channel Med V3.2 is encoded into the program. Price is £20.00 European countries (£25.00 R.o.W.), see ordering details below.

The progs advertised are copyrighted and not available from any other library. Please add the following to your order to cover return post and packing:- All EC countries (inc. UK) add 50p - Non EC £1.00 - Rest of World add £2.00. Payment must be in pounds sterling only, orders from overseas customers must be by bank draught/Eurocheque etc. (We do not accept credit card orders). We would like to wish all our customers a Merry Christmas and Happy New Year. Seasons greetings to: Mike (Diamond) - Paul (N.B.S.) - Darrell (Pacific PD) and all those involved at Future Publishing for the best Amiga magazines.

SUBSCRIBE SUBSCRIBE SUBSCRIBE SUBSCRIBE SUBSCRIBE

If you would like to get hold of the Amiga Coders Club disks as soon as they are published, why not send £33.00 and ask to go on the ACC mailing list now? We will send you each issue as soon as it's ready, (applies to issue 14 onwards).

PLEASE NOTE THAT ISSUES RELEASED PRIOR TO ACC 14 MUST BE PURCHASED SEPARATELY.
 IMPORTANT NOTICE! SUBSCRIPTIONS TO ACC WILL RISE TO £44.00 AS OF JANUARY 6th 1992
 (Subscriptions from outside the EC, please add £6.00 to cover the extra postage)
 The new 1992 catalogue is available now!! £2.00 (This includes return postage)

32p For 3.5"

135 TPI DS/DD incl Labels and VAT.
Postage and Packaging £3.50p 100% Guaranteed

FREE YES FREE !!

Send a stamped addressed envelope for a sample disk with information on our disks and other products including the new MegaChip for 2 Meg of chip in your 1.2 1.3 A500 or A2000

AQUARIAN PUBLIC DOMAIN. Phone 0703-685006
S.A.E + CHEQUES TO 78 Merridale road Southampton SO2 7AD.

PROJECT PD

Presents a Superb offer — 20 PD disks of your own choice from our vast list of PD for £15

- | | |
|---------------------------------|----------------------------------|
| U 114 TV Graphics | G041 Wacko in Wonderland |
| D 113 Thunder Child | G040 Air Ace 2 |
| D 195 Virtual World | U096 RSI Vector Designer |
| D 183 Phenomina | (more stuff on request) |
| NEW Mega Demo | U037 Strobes Mega Copiers |
| D 193 Cult Vector Demo 2 | U015 Ray Trace Kit 1 |
| D 186 Silents NEW demo | U016 Ray Trace Kit 2 |

Disks may be purchased in less than 20.
Price from 1-20 is £1 + 50p P&P.

For full listing send SAE to: PROJECT PD,
354 Eden Park Ave, Beckenham, Kent. BR3 3JL
Cheques/Postal orders made payable to: PROJECT PD.
WE ARE A MEMBER OF THE CGPDL

PENTIRE PD

10a Hag Hill Lane, Taplow, Maidenhead, Berks, SL6 0JH

(0628) 666641

TRY SOME OF THESE
GREAT VALUE 5 DISK PACKS:

PACKS £4.25 each
3 OR MORE £3.95 each
Please add 60p per order p&p

ARTS PACK: Includes all the programs needed to design your own masterpieces and change others!! WIN THE SOFTWARE TITLE OF YOUR CHOICE!!
Design a loading screen for Pentire PD.

ADULT - Please state over 18
Pack 1 - slideshows
Pack 2 - animations
Pack 3 - games

GAMES
Pack 1 - classics like Pacman, Invaders etc
Pack 2 - various puzzle type games
Pack 3 - a variety of games to suit everyone

DEMO MAKERS
The superb RSI demo maker plus additional utility disks

EMULATORS
Relive the past! Play Spectrum and C64 games. Also ST emulator and programs

BUSINESS
Pack 1 - essential for all home management needs
Pack 2 - database, word processor, spreadsheets, etc

EDUCATION
A variety of educational software for the younger ones!

UTILITIES
A host of utilities designed to deal with most problems, i.e. copies IFF converters, etc.

BEGINNERS
A pack designed for the beginner. Lots of programs

MUSIC
Design your own tunes, play samples. If you like music, this is for you!

PRINTER
Got a printer?
Then get this!!

PREVIEWS
5 of the latest games in demo form. This month includes: Barbarian II, Leander, Robocod, Battle Isle and Ork! If you are thinking of buying these games, try them first!

OTHER PACKS AVAILABLE CONTACT US FOR DETAILS

BLANK DISKS £4.50 for 10, inc. labels

FORTISS PD

Tel: (0455) 850984

OPENING TIMES: 10.00 til 19.00 Mon to Sat

ANIMATIONS

- 035 (1Mb) Coyote 1 - Coyote's Revenge
- 046 - Puggs In Space
- 052 (2Mb) Walker 1 (2d)
- 053 (2Mb) Walker 2 (2d)
- 054 (2Mb) At The Movies
- 056 - Stealthy 2
- 057 (1Mb) Dragons Lair
- 058 (3Mb) Dragons Lair 2
- 075 (1Mb) Education Of Cool Cougar
- 105 - Space Ace
- 124 - Juggler (The original anim)
- 127 (1Mb) Coyote 2 - Road Test
- 128 (2Mb) Miss Mam'selle
- 129 (1Mb) Iraq
- 146 (1Mb) Tron Light Cycles (2d)
- 148 (1Mb) Amy vs Walker
- 168 - 3 Stealthy Aerotoons
- 185 (1Mb) Star Wars
- 221 (1Mb) The Boings
- 229 (1Mb) Shuttlecock
- 291 (2Mb) Anti Lemming (2d)
- 292 (3Mb) Dating Game (2d)
- 293 (1Mb) Basketball
- 294 (1Mb) Batman
- 295 (1Mb) Super Woman
- 309 (2Mb) Wave Sailing (2d)
- 314 (1Mb) Fractal Flight
- 316 (1Mb) Fighter Plane
- 354 (1Mb) Bugs Bunny
- 355 - Donald Duck
- 356 (1Mb) Juggette 2 - Revenge
- 357 (1Mb) Terminal by E. Schwartz
- 367 (3Mb) Buzzed (3d) (2 drives)

GAMES

- 001 Emerald Mine 2
- 011 Monopoly board game
- 044 Blizzard shoot-em-up
- 118 Seven Tiles (Speedball clone)
- 120 Drip (1Mb)
- 122 Pseudo Cop shoot-em-up
- 187 Sealance submarine simulation
- 188 Battlepong bat & ball game
- 237 ST Bash shoot-em-up
- 327 Snakepit (Centipede clone)
- 333 Ballooney
- 334 Crossfire
- 336 Pixie Kingdom (2d)
- 342 Pom Pom Gunner shoot-em-up
- 343 Jetman shoot-em-up
- 344 Excalibur shoot-em-up

SLIDESHOWS

- 005 NASA slides by Kerry Lancaster
- 016 Space Bubbles by Boris Valejo
- 022 Mirage by Boris Valejo
- 029 Demons slideshow #2
- 071 Divine Visions (2d)
- 072 Diggy Piggys (2d)
- 078 Forgotten Realms by Fraxon
- 157 Iron Maiden slideshow
- 169 Sun Connections slideshow #3
- 186 Psygnosis screenshots
- 206 Colourpic product slideshow
- 364 Images From Aquarius
- 062-069 Agatror slideshows 1-8
- 194-199 Fenntastic volumes 1-6

MUSIC

- 024 Crusaders presents 'Freekd Out'
- 040 Jean Michelle Jarre - Equinox
- 050 DMob 2
- 060 DMob 3
- 061 DMob 4 (2d)
- 092 Hacktrick Crew present J M Jarre
- 137 Black Box - Ride On Time
- 144 ByteRaper Mussak disk 6
- 145 Hacktrick Crew present 'The Model'
- 149 SAE Amazing Tunes 2 (3d)
- 159 SAE Megaforce Music
- 160 Sounds of Knome by Mahony & Kaktus
- 147 Debbie Gibson - Electric Youth (2d)
- 038 Kylie Minogue - 5 samples + pics (2d)
- 175 Kylie Minogue - Made In Heaven (2d)
- 330 Kylie Minogue - Locomotion
- 361 Madonna sample - Cherish (3d)
- 362 Tiffany sample - I Think We're Alone Now
- 179 Vangelis Sample
- 363 Classix 1 (Mozart on the Amiga!)
- 379 Full Moon SoundTracker modules #1
- 381 Technotronics samples
- 138-142 Digital Concert 2-6
- 151-155 Studio Music 1-5

UTILITIES

- 003 Wordwright word processor
- 017 NIB v1.0 disk copier
- 156 GFX graphics utility compilation
- 173 Noiseplayer v3.0 module player
- 174 Red Devil disk & file crunchers
- 189 ST-00 Soundtracker v2.4
- 225 ST-00 Protracker v1.0
- 200 Amibase v3.76 database
- 201 Flexibase v2.0 database
- 202 Module To Executable utility
- 203 Master Virus Killer v2.1
- 205 Hamlab image processing utility
- 207 Fortiss disk & file crunchers
- 208 Fortiss icon tools/utilities
- 209 Fortiss preference tools/utilities
- 210 Fortiss workbench utilities
- 211 Fortiss workbench utilities
- 212 Fortiss workbench utilities
- 213 Fortiss workbench/backups utilities
- 231 MessySID v2
- 289 Printer Driver Generator + drivers
- 290 Assassins Label Printer utilities
- 340 Rim database
- 366 Database Master v2.0

HARDWARE SPECIALS

Commodore Amiga A500 plus Cartoon Classics Pack

- 1Mb chip memory expandable to 2Mb
- Workbench v2.04 and Kickstart v2.04
- Modulator for use with standard TV
- Manuals, mouse, dust cover ● DPaint 3 and three games
- 5 PD disks of your choice from FORTISS PD

£389.99
Incl VAT

We stock a wide selection of Amigas, printers, external drives, memory expansions, disk boxes, disk labels, etc. Please phone for details. A price list is included on our November issue catalogue disk. Please note that delivery charges are not included on hardware items.

HOW TO ORDER

Disk Prices:

Price for up to 15 disks	\$1.25 each
Price for 16 or more disks	\$1.00 each
Price for catalogue disks	\$1.00 each

Credit card orders please add 50p to total.
Prices include delivery by first class post.
We take access, Visa and JCB cards.

Ordering by Post:

Please write down the catalogue numbers of the disks you require, and send them with your name, address, and payment made out to Fortiss PD* to:

Fortiss PD, PO Box 2, Earl Shilton, Leicester, LE9 8LU

Ordering by Phone:

Phone our credit card order line between 10.00am and 7.00pm Monday to Saturday on:

(0455) 850984



DEJA VU Software

(Dept. AF), 25 Park Road, WIGAN, Lancs,
WN6 7AA Tel: 0942 495261

**We are also the only
Official AMOS PDL in
the United Kingdom**

Now in our third year of trading.

AMOS PD Disks

**NB: AMOS NOT REQUIRED
GAMES**

APD2: Treasure Search
APD62: Arcadia
APD96: Pair-It *
APD97: Dynamite Dick *
APD102: Chainsaw Death *
APD103: Pick-Up-A-Puzzle *
APD110: Cross Fire *
APD115: Balloonacy *
APD130: Wooden Ball *
APD123: Deadline *
APD149: Gobbler/Pontoon *
APD237: Shapes *
APD271: Wizard's Domain
APD277: Battle Pong *
APD292: War of the Four *
APD326: Hyperball *

**NOW AVAILABLE
AMOS PD 1 - 350
FRED FISH 1 - 560
TBAG 1 - 54
DEJA VU GENERAL PD**

(* denotes 1Mb)
DEJA VU Licensed Software

GAMES

LPD17: Dogfight II *
LPD26: Cyad *
LPD39: Magic Forest II *
LPD44: Formula One Challenge *
LPD47: Dirty Cash *
LPD58: Locks, Keys & Enemies *
LPD61: The Final Chapter *
LPD62: Revolution *

TITLES FOR THE KIDS

LPD14: Play It Safe *
LPD15: Arc Angel's Shapes *
LPD27: Flower Power *
LPD29: Big Top Fun *
LPD37: Rocket Maths *
LPD45: Music Box *
LPD48: SPARX's Xmas Disk *
LPD49: Marvin the Martian *
LPD51: Magical Young Artist *
LPD59: Prehistoric Fun Pack *
LPD60: Techno Snail *

**ALL PROGRAMS SUPPLIED ON
DATAPULSE BRANDED DISKS**

DEJA VU LICENSED SOFTWARE PRICES:

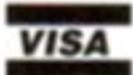
£3.50 each UK (incl: VAT), £3.75 each Europe, £4.00 each ROW
All prices include a royalty payment to the programmer.

AMOS PD PRICES:

NOW £1.75 per disk UK (incl: VAT), £2 Europe, £2.25 ROW
Choose 1 PD disk free with every 10 disks - add 50p P&P to total order.
Cheques/PO's should be crossed and made payable to **DEJA VU Software.**

Send **£1** for our catalogue disk(1Mb) for details of our **Clip Art
Collection, General PD,** and the **Official AMOS PD** list. More than
60 DEJA VU Licensed Software titles.

Ring for details of the latest version of the **AMOS updater** disk. Send
SAE for details of the **DEJA VU Software Club**
and the current issue of **DEJA VU Spotlight.**



RE 2 COVERDISKS TAKES AMIGA PD SERIOUSLY AMOS
RITTEN BY ENTHUSIASTS FOR ENTHUSIASTS ONLY £2.25
E FOR AMIGA PD FRED FISH REVIEWS ARTICLES GRAPH
ON INTERVIEWS 2...TIES DEMOS WRI
ASTS FOR ENTI...PHICS FRED FIS
MIGA PD SERI...PHICS MUSIC
E FOR AMIGA...OVVERDISKS A...TTEN BY ENT
HUSIASTS E...ON REVIEWS LA...ED FISH AMI
TILITIES FR...OLDIES SPECIA...SSUE ONLY
G TWO CO...KS AMOS UTILIT...MAGAZINE FO
RITTEN BY ENTHUSIASTS FOR ENT...S AMIGAWA
S TAKES AMIGA PD SERIOUSLY...OS MUSIC W
ASTS FOR ENTHUSIASTS ONLY...MAGAZINE FO
H REVIEWS ARTICLES GRAP...TIES EDUCATION
DISKS UTILITIES DEMOS V...ENTHUSIASTS FOR
ASTS ARTICLES GRAPH...FISH REVIEWS TAKES A
LY AMOS ONLY £2.25 G...MUSIC THE MAGAZINE P
ERDISKS AMOS WRI...NTHUSIASTS FOR ENTHU
ON REVIEWS LATEST F...H AMIGA ONLY DEMOS UT
ES SPECIAL FIRST ISSUE ONLY £2.25 INCLUDING TWO O
LITIES THE MAGAZINE FOR AMIGA PD MUSIC WRITTEN
ASTS FOR ENTHUSIASTS AMIGAWARE 2 COVERDISKS TA
USLY AMOS DEMOS M...ITTEN BY ENTHUSIASTS
ASTS AMIGA PD AMOS...25 THE MAGAZINE FOR A
H REVIEWS ARTICLES...GRAPHICS UTILITIES EDUC
WS 2 COVERDISKS UTILITIES DEMOS ARTICLES GRAPH
PD WRITTEN BY ENTHUSIASTS FOR ENTHUSIASTS ART

AmigaWare is available by single issue or subscription at £2.25
per issue (£1.95 without cover disk) or £22 for 12 issues (£19.50
without cover disk). Cheques/POs payable to AmigaWare :

AmigaWare (SubF), AmigaWare House,
57 Oxford Road, BANBURY OX16 9AJ
CREDIT CARDS 0295 279000

ISSUE 1
OUT NOW!

CENTRAL SCOTLAND'S PREMIER P.D. LIBRARY

FREE CATALOGUE WITH ORDER

UTILITIES

U192 Protocol Utilities
U191 Windowsbench
U190 Do Font
U187 24 Pin Fonts
U189 Assassins Label Printer
U186 Ham Suite (6)
U188 Printer Driver Generator Kit
U185 Radio Terminal
U184 Slick Utilities
U183 Vogue Utilities
U182 Picture Help
U181 Dip Dap Brothers Utilities
U180 Convertors Disk
U179 Ozone Utilities
U178 Words (2)
U176 Easy Text Plus 3.0
U175 Word Frenzy
U171 Messy Sid
U167 PC Emulator
U164 RSI Add On 1
U165 RSI Add On 2
U144 Quickbench
U141 Jas Super Virus Killer
U133 Slideshow Creator
U127 Keys Emulator
U160 Cartoon Brushes
U159 Flexibase 2.0
U158 Spectra Paint 3.2
U020 Jazzbench

DEJA VU LICENCEWARE (£3.50 EACH)

LPD01 Colouring Book
LPD04 Thingmajic
LPD08 Work & Play
LPD09 AMOS Assembler
LPD10 Word Factory
LPD13 Jigmania
LPD14 Play It Safe
LPD47 Dirty Cash

LPD46 Magpies Clipart 1
LPD43 AMOS Lazerzone
LPD45 Music Box
LPD37 Rocket Maths
LPD29 Big Top Fun
LPD39 Magic Forest 2

GAMES

G052 Megaball
G069 Pom Pom Gunner
G064 Air Ace / Sealance
G001 Learn & Play (2)
G027 Monopoly
G020 Card Games
G007 Ten Game Compilation
G021 Chess Compilation
G003 Pipeline
G063 Sierra Solutions

AMOS SELECTION

A003 Fonts 1
A004 Fonts 2
A005 Fonts 3
A115 Balloonacy
A119 Electro-CAD
A146 Fruit Machine
A006 STOS to AMOS Convertor
A135 Simon Says / Space Maths
A021 Word Square Solver
A031 Screen Designer
A035 Archivist
A052 Forms Really Unlimited
A139 Master Race
A215 Fractal Workshop

DEMOS

D128 Mad on ER Demo (6)
D111 Pink Floyd The Wall (6)
D121 Taxi Driver
D123 Flypast Animation

D124 Virtual World
D125 Electric Touch Demo
D126 The Fantasy Force
D127 Paradise Genesis Demo
D130 WWF Demo
D131 Predator 2 Animation
D114 Star Trek (2)
D112 Sgt. Pepper (2)
D119 Pogo Animation
D101 Robocop Animation

MUSIC

M007 Queen / Black Box
M012 Technotronic Comp.
M013 Amigadeous
M014 Bagpipe Music
M016 Aliens (2)
M022 Jarre Revolutions
M028 '19'
M029 Iron Maiden (2)
M045 Star Trek Sound Disk
M048 Adamski - Killer
M071 Mozart (2)
M070 Nightbreed Demo 5
M076 Weird Wizard Collection
M079 Vertical Mystical Tune

SLIDESHOWS

S050 50's Slideshow (2)
S049 Betty Boo
S042 Judge Dread
S039 WWF Slideshow
S037 Star Trek Images
S026 Gremlins Slideshow
S011 Aliens Slideshow (2)
S008 Bloodsport
S007 Richter Slideshow
S005 Total Recall

**Fred Fish
1 - 520
T-Bag 1 - 56
Amos 1 - 293
Deja Vu
1 - 47**

Prices
1-9.....£1.25
10-19..£1.00
20+.....£0.89

**Minimum order
2 disks.**
**We welcome
international
orders.**

**TEL: 0236
737901**

The above represents only a small selection of our collection. Please call for new arrivals, or why not call into our showroom.

Prices include postage and packing. Payment by Access/Visa or make your cheques or P.O.'s payable to
Office Choice:- Suite 14, Avon House, Town Centre, Cumbernauld G67 1EJ

Our full range of software is also available from our computer centre
"Micro Choice" 30, Townhead, Kirkintilloch.



**TOP
10**

Classic Utilities

Want to know what impressed technical impresario **Pat McDonald** the most over the past 12 months? Well now's your chance. Here's 10 of the best.

1 BUDDBASE

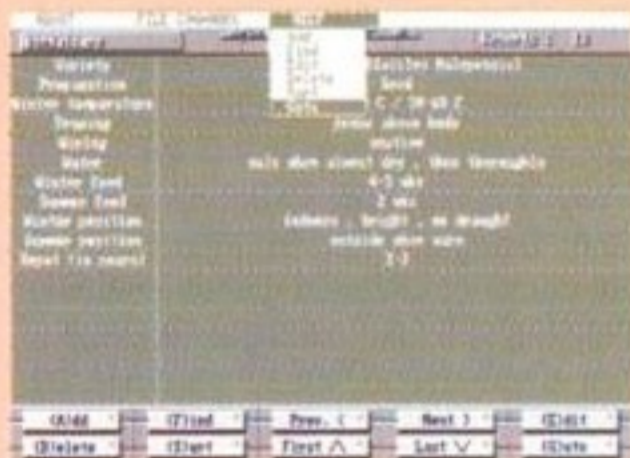
This is probably one of the smallest (it works on a 0.5Mb machine) and possibly one of the easiest databases, in terms of setting-up and using. *BuddBase* is a winner. It can handle very large databases, because they're all on disk, rather than being held in memory. It's also quite fast, which is rather unusual for disk-based databases.

2 BOOTX V3.80

This is the best boot block utility. *BootX* can recognise many different types of boot block virus. It can also read game boot blocks and save them on to a separate disk. So if a virus wipes the boot block, you can put the original back on.

3 MVK 2.1

This is the last version of *Master Virus Killer* to be released into the Public Domain (2.2 and above are not PD), *MVK 2.1* knows about 130 different viruses, including the elusive *ROLE* disk-validator virus. Although a bit dated for a virus killer, it can still recognise the most for one individual program.



4 ELECTROCAD V1.4

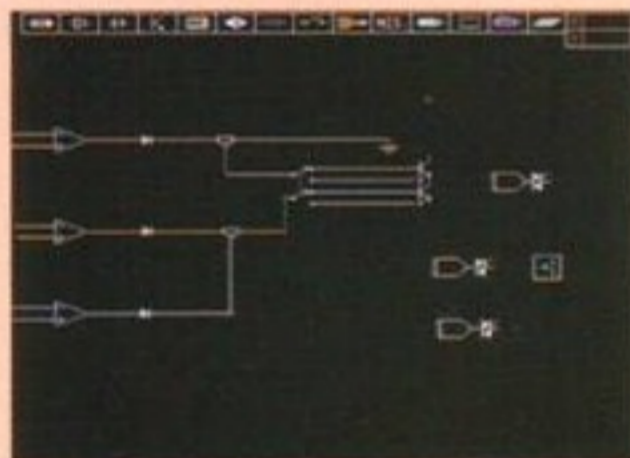
The full program of this demo isn't in fact PD. But even with just the demo, you can draw your own electronic schematic diagrams and printed circuit board layouts, and print them out too. For electronics enthusiasts everywhere.

5 MED V3.11B

The last version of *MED* to be put into the PD. *MED* is basically a sample sequencer for arranging samples into tunes. Although a bit difficult to use with a TV (the writing is a bit small) it can at least be used with MIDI instruments, via a suitable interface.

6 NUKE! V1.2B

This program was written to combat the problem of disk-validator viruses (viruses which hide in the disk-validator file commonly found on data disks). Can find and kill the Saddam and the *ROLE* virus, and will spot new ones too.



7 ACC ASSEMBLER V1

Although not a new program (it actually uses the rather old *A68K* assembler), this is quite a viable offering. It puts a text editor, assembler and linker onto one disk. Not as good as commercial assemblers, but reasonable for learning about programming in machine code.

8 PROTRACKER V1.2

The music program for amateurs (and a few professionals too). *ProTracker 1.2* is the latest in a long, long line of similar programs ending in *-Tracker*. Although slightly easier to pick up than *MED*, it can't cope with MIDI instruments.

9 NORTH C V1.3

The chance of getting a full version of the C language in PD? Yes, and not only that, but a relatively bug free one at that! *North C* has become so popular that there's a special three disk manual for it in the PD, and some C tutorial books on C even have notes about the differences between this and the commercial *Lattice C*.

10 MOD PRO V1.9

There's a host of music modules in the PD. With this program you can set up your own collection of personal favourites. *Mod Pro* can read *SMUS*, old *NoiseTracker* and current *SoundTracker* modules, as well as *MED* modules. Then you can save the resultant file and listen to the music just by clicking on an icon. User friendly too.

SPRITE BANK EDITOR 2 DEJA VU LPD40

This one is aimed squarely at AMOS programmers. It's a utility for loading in sprite banks from that program, and rearranging them according to your taste.

For instance, suppose you have a collection of AMOS sprites, but you need to delete the first and last five sprites, and then reverse the order. This is not an easy job if you're just using *SpriteX* (the included sprite editor) but it's a doddle with this program.

It's also a good idea to use *SBE2* to check that you haven't wasted space and duplicated some sprites. A utility that no AMOS programmer should be without, unless you've written your own version of course.

WASTELANDS

NBS G206

At long last, the first PD 3D Construction Kit rears it's ugly head. *Wastelands* looks bland – do not adjust your mag, it's supposed to look like that. The plot is the standard 3DCK waffle; 'save the world in an hour by wandering around collecting the keys and shooting the bad guys'. In this case, the time limit is set by the Joshua missile, which is due to be launched and destroy mankind 4,000 seconds after the game starts.

You've seen one 3DCK game, you've seen 'em all. Having said that, I did find it enjoyable, but it's not easy – it takes some puzzling to work out how to leave the first level. *Freescape* fans and those who have never seen such a game only, I'm afraid.



As promised, *Wastelands* looks a little dull, but all the puzzling more than makes up for it.

PD TOP TEN UTILITIES PD SOFT

- 1) Desktop Publishing – V390
- 2) Spectrum Emulator 1.2 – V443
- 3) Jetman – 2018
- 4) Red Sector Vector Demo – L18
- 5) Amicash – V392
- 6) Air Warrior Flight Sim – 1984
- 7) BootX Virus Killer 4.03 – V457
- 8) Windowbench – V401 (Two disks)
- 9) Pom Pom Gunner – 1977
- 10) Printer Drivers Collection 3 – V444

CONTACT LIST:

AMIGANUTS PD: 169 Dale Valley Road, Hollybrook, Southampton, SO1 6QX

DEJA VU: 0942 495261

PD SOFT: 1 Bryant Avenue, Southend-on-Sea, Essex, SS1 2YD 0702 612259

NBS: 132 Gunville Road, Newport, Isle of Wight, PO30 5LH 0983 529594

BYTEBACK



FAST

DELIVERY SERVICE

....and the keenest prices

Ring us now! **0636-79097** we're programmed to help

GUARANTEED RETURN OF POST DELIVERY ON ALL STOCK ITEMS

NEW RELEASES

AD & D Collectors	21.99
Amnios	17.99
Beast Buster	17.99
Blitzkrieg	19.99
Captain Planet	17.99
Cruise for a Corpse	18.99
Deluxe Paint IV	59.99
Deuteros	17.99
Elf	16.99
Eye of the Storm	phone
Final Fight	17.99
Finest Hour - Mission	12.99
Flames of Freedom	24.99
Gauntlet 3	16.99
Hard Nova	17.99
Harpoon	21.99
Hunter	19.99
Jimmy White Snooker	17.99
Kings Quest V	27.99
Knights of the Sky	22.99
Lemmings - Data disk	11.99
Little Beau	16.99
Lord of The Rings	17.99
Magic Garden	17.99
Magic Pockets	17.99
Magic Storybook	19.99
Mega Lo Mania	21.99
Mega Twins	16.99
MIG 29 Super Fulcrum	27.99
Napoleon	19.99
Nebulus 2	17.99
Never Ending Story	17.99
Pegasus	19.99
R Type 2	17.99
Rise of the Dragon	24.99
Robin Hood	17.99
Robin Smith Cricket	17.99
Robozone	17.99
Rolling Ronny	16.99
Rubicon	17.99
Rugby World Cup	16.99
Shadow Sorcerer	18.99
Shoe People	17.99
Silent Service 2	24.99
Simpsons	16.99
Spirit of Excalibur	21.99
Starflight 2	17.99
Super Space Invaders	17.99
Terminator 2	17.99
Thunderhawk	19.99
Turbo Challenge II	17.99
UMS 2 - Planet Editor	12.99
Under Pressure	17.99
Utopia	19.99
World Wrestling Federation	phone
4D Sports Boxing	17.99

BUDGET GAMES

Batman - The Movie	6.99
Bubble Bobble	6.99
Last Ninja 2	6.99
Shadow of the Beast	6.99

SALE

Centrefold Squares	8.99
Corporation	13.99
Dungeon Master + Chaos	19.99
Elite	12.99
Hero Quest	13.99
James Pond	9.99
Rick Dangerous	8.99
Steve Davis Snooker	8.99
Strip Poker	8.99
Sword Of Sodan	7.99
Turtles	12.99
Wings	14.99

GAMES

Armour-Geddon	17.99
Battle Chess 2	17.99
Battle Command	16.99
Battle of Britain	19.99
Blade Warrior	17.99
Captive	15.99
Chase HQ 2	16.99
Darkman	17.99
Death Knights of Krynn	19.99
Demoniak	20.99
Elvira	19.99
Eye of the Beholder	21.99
Feudal Lords	16.99
Flight of the Intruder	27.99
F15 Strike Eagle II	22.99
Geisha	17.99
GODS	16.99
Golden Axe	16.99
Halls of Montezuma	17.99
Hard Drivin' 2	16.99
Kick Off 2 (Mb)	15.99
Lemmings	17.99
Life and Death (Mb)	15.99
Lotus Esprit Turbo	16.99
Merchant Colony	19.99
Mighty Bombjack	16.99
Moonbase	23.99
M1 Tank Platoon	19.99
PGA Tour Golf	18.99
Pool of Radiance	19.99
Powermonger	18.99
Predator 2	17.99
Pro Tennis Tour 2	16.99
Railroad Tycoon	23.99
RBI Baseball	19.99
Rick Dangerous 2	16.99
Sarakon	13.99
Secret of Monkey Island	19.99
Shadow of the Beast 2	24.99
Speedball 2	16.99
Spirit of Excalibur (Mb)	21.99
Supercars 2	16.99
Super Monaco Grand Prix	17.99
Supremacy	19.99
Switchblade II	17.99
S.W.I.V	16.99
Team Suzuki	16.99
Toki	17.99
Turrican 2	16.99
U.M.S. 2	19.99
Ultima V	22.99
Warlords	19.99
Wings (Mb)	18.99
Wrath of the Demon	19.99
Z-Out	14.99

COMPILATIONS

Addicted to Fun	14.99
Board Genius	17.99
Falcon Collection	20.99
Fists of Fury	19.99
Hollywood Collection	19.99
Master Mix	16.99
Monster Pack	19.99
Phantasie - Bonus Edition	19.99
Platinum	17.99
Power Pack	16.99
Power Up	21.99
Rainbow Collection	14.99
Sporting Gold	19.99
Super Sega	21.99
Test Drive 2 - Collection	21.99
Premier Collection	18.99
Virtual Worlds	19.99
Wheels of Fire	12.99

EDUCATIONAL

AB Zoo (Alphabet tutor)	5.99
Magic Storybook	17.99
Fun School 2 (Under 6, 6-8 or over 8)	13.99
Fun School 3 (Under 5, 5-7 or 7-11)	15.99
Fun School 4 (Under 5, 5-7 or 7-11)	15.99
Donalds Alphabet Chase	16.99
Goofys Railway Express	16.99
Mickeys Runaway Zoo	16.99
Micro Maths	18.99
Micro French	18.99
Micro English	18.99

BOOKS (Abacus)

Amiga for Beginners	12.90
Amiga Basic Inside and Out	18.90
Machine Language	14.90
Tricks and Tips	14.90
More Tricks and Tips	14.90
System Programs	32.90
Amiga DOS Inside and Out	18.90
Disk Drives Inside and Out	£27.90
Disks to accompany books	13.90

ART AND DESIGN

3D Construction Kit	32.99
Deluxe Paint (3)	59.99
Deluxe Paint (4)	69.99
Director (2)	79.99
Disney Animation Studio	79.99
Digiview GOLD (4)	129.99
Home Titler	32.99

MUSIC

Audio Master (3)	54.99
Deluxe Music Con. Set	49.99
Dr. T Copyist Apprentice	69.99
Mastersound	29.99
Midi Master (Hardware)	34.99
Techno Sound	24.99

UTILITIES

Distant Suns	59.99
Vista Pro	74.99
GB Route Plus	59.99
Interspread	39.99
Excellence	84.99
Interword	39.99
Kind Words	34.99
Pen Pal	63.99
Scribble Platinum	42.99
Wordworth	84.99

HARDWARE

Cumana Disk Drive	64.99
Zydec Disk Drive	59.99
STAR LC10 Colour Printer	179.99
STAR LC200 Colour Printer	199.99

500k RAM Expansion!34.99
FREE: 10 Public Domain disks!

DISKS (100% Guaranteed)

Plus labels! (10)	4.49
(50)	20.99
SONY boxed (10)	8.99
plus labels (50)	42.99

DEJA VU Licenseware

DEJA VUONLY £3.50 each!

LPD

01	Colouring Book; Fun for kids
02	Arc Angel Maths; Educational
03	Galleons; Battling Ships (Mb)
04	Thingamajig; Jigsaw Puzzles.
05	Jungle Bungle; Adventure (Mb)
06	Pukadu; game. PLUS; Sprites 600, use in your AMOS programs!
07	4-Way Lynx; Puzzle Game (Mb)
08	Work & Play; 3 Educational games for children. Good! (Mb)
09	AMOS Assembler; (needs AMOS)
10	Word Factory; Educational
11	Go-Getter; Original game (Mb)
12	Hypnotic Lands; Puzzle game
13	Jigmania; Jigsaw fun (Mb)
14	Play It Safe; Educational (Mb)
15	A.A. Shapes; fun for kids (Mb)
16	Reversi 2; Classic game (Mb)
17	Dogfight 2; Arcade game (Mb)
18	Touchstones; Board game (Mb)
19	X-IT-50; Original game (Mb)
20	Wordy; Word Processor Good!
21	Quingo; Great Trivia Quiz (Mb)
22	LC10 Fonts; Plus font design
23	E.S.P. ; Original Arcade game
24	Shining Way of Kung Fu; with digitised pics! (2 disks) (Mb)
25	Mission; Text adventure game
26	C.Y.A.D.; Puzzle game. (Mb)
27	Flower Power; Great game! (Mb)
28	Buddbase 1; Simple database
29	Big Top Fun; Educational (Mb)
30	Shymer; Kids Adventure (Mb)
31	CLI Printer Dump; (needs AMOS)
32	Hard Drive Menu System...
33	Creative Adventure Toolkit.
34	Invoice Printer; Utility
35	T-Teedraw; CAD package. (Mb)
36	Fracgen II; Fractal designer

To order, quote: LPD .nn
(nn is number of disk. eg LPD. 01)

POLLYSOFTONLY £3.00 each!

POL

01	Space Blob; Platform game
02	Mr. Dig; Dig Dug style game
03	Q-Boid; Tetris in Reverse!?
05	Subculture; R-Type style game
07	Dizzy Lizzy; Boulderdash! (Mb)
08	Lizzy's Funtime; Education. (2D)
11	Tron Dim X; Light Cycles (Mb)
12	Ultimate Grabber; AMOS utility
13	Bounty Hunter; Graphic Adven- ture with Arcade shoot outs! (Mb)
14	Classroom Maths; Educational
15	Crystal Caverns; C64 game! (Mb)

To order, quote: POL.nn
(nn is number of disk. eg POL.01)

JOYSTICKS

Joystick & Mouse extension	4.99
Quickshot III Python	9.99
Quickjoy III Supercharger	11.99
Quickjoy Jetfighter	12.99
Quickjoy TOPSTAR	19.99
Competition Pro Extra	15.99
Sting Ray Handheld	13.99
Zip Stick Professional	15.99

ALL PRICES INCLUDE VAT & FIRST CLASS POST

THE BEST OF THE AMIGA PUBLIC DOMAIN

DISK PRICES

1 to 9 disks£1.25
 10 disks + file box.....£9.99
 11 and over99p

(2D = 2nd drive required)
 (Mb = 1 Megabyte required)
 (*) = NOT Amiga Plus!

We only stock the best
 Public Domain disks

If we can't praise it . We don't list it!

GAMES

- AG.01 **Star Trek**; Superb strategy game. Digitised graphics! (2D-Mb-3 disks).
- AG.02 **Various**; Gravwars, Jackland, Pacman, Othello, Empire, Hanoi...
- AG.03 **Star Trek (Agatron)**; Strategy game - Tobias Richter. (2D-Mb-2 disks)
- AG.04 **Monopoly**; Full version of the classic property trading game!
- AG.05 **Pacman 87**; Multi level version of this addictive arcade classic.
- AG.07 **Board and Card games**; Cluedo, Othello, Klondike and Cribbage.
- AG.10 **Space Invaders**; Arcade Classic version! Plus: Lander, Arr.oeba...
- AG.11 **Tennis**; excellent shareware sports simulation. (Mb)
- AG.14 **Flascheiber**; Boulderdash style game. Almost commercial quality!
- AG.15 **Paranoid game**; Arkanoid style, including a screen designer
- AG.16 **Castle of Doom**; Adventure game with graphics - beginners level
- AG.18 **Golden Fleece**; Infocom quality adventure, Tron, Train, Star Fleet..
- AG.22 **Return to Earth**; Elite style Space trading game, digitised sound
- AG.24 **Drip**; Arcade quality painter game, China Challenge, Frogger etc.
- AG.27 **Star Trek (USA)**; Strategy game. Captain the Enterprise. (2D-Mb-2 disks)
- AG.29 **Chess**; Superb Multi Featured! Tiles, Tetris Two, Battleships etc.
- AG.30 **Twintris**; Superb Shape dropping game! MUCH better than original! (*)
- AG.31 **Simpsons**; vertical scrolling shoot-em-up style game! (SEUCK)
- AG.32 **Legotris**; another Tetris style game, amusing digitised sound effects.
- AG.34 **Tile Game**; AMOS games creator variation on the old 16 puzzle.
- AG.35 **Cave Runner**; Commercial quality Boulderdash style game! Excellent!
- AG.36 **Wizzy's Quest**; Professional quality arcade puzzle game.
- AG.38 **Star Trek - Arcade game**; SEUCK produced scrolling shoot-em-up.
- AG.39 **Wacko in Wonderland**; Platform game with large graphics! Cute!
- AG.40 **Metagalactic Llamas**; Classic Commodore 64 game by Jeff Minter!
- AG.42 **Games Galore**; Star Trek Trivia, Pharaohs Curse, Monopoly, Mazeman.....
- AG.43 **Gridrunner**; Classic Jeff Minter shoot-em-up, Rebound; Arkanoid style, Invaders; Space Invaders version.
- AG.44 **Sorry**; the board game, Flipper, Missile, Blackjack, Video Poker etc.
- AG.45 **Seven Tiles**; Superb Speedball style game with digitised effects!
- AG.46 **Megaball**; Brilliant Arkanoid style game with Editor!
- AG.48 **Diplomacy**; War Strategy game.
- AG.49 **Eat Mine**; Emerald Mine Copy, 80 levels of brain straining action
- AG.51 **Frantic Freddy**; Platform game, good conversion of C64 favourite!

GAMES (continued)

- AG.52 **Block It**; Superb Puzzle game!
- AG.53 **Nakamoto**; Great Platform game.
- AG.54 **Downhill Skiing**; Classic game
- AG.55 **Amos-Defence**; Shoot-em-Up
- AG.56 **Assassins Games II**; Invaders, Girl Action, Missile Command etc...
- AG.57 **Battleforce**; Fantasy Action. (*)

SOUNDTRACKER

- SND.01 **Soundtracker**; Four versions of this favourite Music creation program.
- SND.02 **Soundtracker 4**; alternative version + instruments disk (2 disks)
- SND.05 **Soundtracker 8 Track**; Superb! Plus converter for 4 track files...
- STI.01 to STI.08 **Digital Soundtracker samples**; 8 disks packed with 100's of files! (Buy one, or all 8 for £7.99)
- STS.01/02 **Sampled effects**! (2 disks)

EDUCATIONAL

- AE.01 **Blackboard Maths**, Concentration Colourpad, Cat & Mouse, etc (age 5+)
- AE.02 **Spellquiz**, Wheel of Fortune, Tug 'o' Word, Maths Test, etc. (Age 5+)
- AE.03 **Fractals**, Desktop Calculator, Function Plotter, Evolution (Age 11+)
- AE.04 **Gravitywell**, Weatherman, Gravsim, Airfoil... (Age 11+)
- AE.05 **World Data Bank**; CIA world map, 3D Plot, Calendar Factory, (11+)
- AE.06 **Talking Spelling Tutor**, Speech Toy, German Language Test, Elements, Globe, Geotime (2 disks) (Age 11+)
- AE.07 **Educational Graphics**; Technical illustrations; Biology, Astronomy etc. Load into Deluxe Paint etc. (Age 9+)

SLIDESHOWS

- AS.01 **Boris Vallejo 1**; Professional quality graphics in interlaced HAM!
- AS.05 **Exodus Real 3D show**; 9 very impressive Ray traced pictures.
- AS.06 **Swimsuits**; Great pictures from the U.S. Sports Illustrated mag.
- AS.12 **M.C. Escher**; Animated slideshow of Eschers paradoxical artwork...
- AS.20 **Slideshow Construction**; Pictures scroll up/down, fade in/out! etc...
- AS.22 **Viz**; Digitised pictures from the wonderful Viz magazine.
- AS.23 **Agatron Slideshow 10**; Ray Traced pictures of Star Trek ships including shots from T. Richters impending video
- AS.25 **Fraction Slideshow**; Fantasy pictures, expertly digitised in HAM
- AS.27 **Tobias Richter Slideshow**; Hi-Res pictures with a Sci-Fi theme..
- AS.29 **Colourpic**; Digitised pictures produced with Real Time digitisers.
- AS.30 **Invisible World**; Amazing Hi-Res digitised pics of fleas, bed bugs etc

CLIP ART

- AC.01 **Deluxe Paint**; lots of quality pictures in low, medium & high res.
- AC.02 **Pagesetter Art**; Animals, Food, Computers, Fantasy, Holidays...
- AC.04 **IFF Alphabets**; 30+ screens of character sets and surfaces...
- AC.05 **Animals**; Anatomy, Buildings...
- AC.06 **Cartoons**; People, Animals...
- AC.07 **Holidays**; Flags, Flowers etc.
- AC.08 **Music**; People, School etc.
- AC.09 **Signs**; Titles, Logos, Headings.
- AC.10 **Teddy Bears**; ideal for present labels, greetings cards etc.
- AC.11 **Nightclub**; Vintage Cars, Bikes
- AC.12 **Colour**; Occasions, Transport, Signs, Electrical, Architecture.

UTILITIES

- AU.01 **Jazzbench**; Workbench upgrade with many indispensable features!
- AU.02 **UEdit**; Excellent file editor, a vast improvement on Ed!
- AU.03 **QL Emulator**; plus 2 data disks packed with files. Superb! (3 disks)
- AU.10 **Graphic Utilities**; Fontfixer, IFF Convert, Palette Convert etc...
- AU.11 **Starchart**; Gives positions and movements of all major constellations
- AU.13 **Visualc**; Superb full featured Spreadsheet with manual on disk.
- AU.15 **Dope Intro Maker**; Create Demos with this user friendly package.
- AU.17 **D Copy**; Excellent disk copier, similar to X Copy, Good Nibble mode!
- AU.18 **North C**; Complete C environment for the Amiga! Amazing value!
- AU.19 **SID**; Workbench replacement.
- AU.21 **Avoiding CLI**; useful utilities otherwise only obtainable using CLI.
- AU.22 **Text Plus**; Word Processor (v2.2) Professional quality program!
- AU.23 **Word Wright**; Word Processor. Plus: Amiga Spell; Spell checker!
- AU.24 **Spectrum Emulator**; Run some Spectrum games on your Amiga!
- AU.26 **Complete C Manual**; 11 chapters plus 70 executable examples! (3 disks)
- AU.27 **Amibase (v3.76)**; Professional quality, multi-featured database!
- AU.29 **Mash Booter disk**; 20+ utilities
- AU.30 **Mash Booter Disk 2**; 25+ util's.
- AU.31 **Ghostwriter**; Popular, easy to use Intro and Demo Maker (Mb)
- AU.32 **Label Designer**; Design and print black & white or colour labels.
- AU.33 **Nib**; Powerful disk copier!
- AU.35 **Quickbase**; Easy to use Database Ideal for address book or similar!
- AU.36 **Rainbow Writer**; Demo maker, Scrolly text, 3D stars, various fonts, font edit, load Soundtracker modules!
- AU.37 **mCAD**; CAD package, superb value for money, professional features!
- AU.38 **Ultimate Icon Disk**; Great icon creator, nice and easy to use!
- AU.40 **Red Sector Demo Maker**; Powerful program for creation of demos (Mb)
- AU.41 **Mandelbrot Generator**; Superb, written with AMOS language.
- AU.42 **Rippers Guide**; Various music and graphic rippers. Very good
- AU.43 **Master Virus Killer**; Ultimate in Virus Killers, will detect over 124 different viruses & boot blocks!
- AU.45 **Slideshow Construction Kit**; easy to use Slideshow creator.
- AU.46 **Home Utilities**; Wordwright, Word Processor, SCalc: Spreadsheet, Label Print: Label Printing utility.
- AU.49 **Ripped Fonts & Logos**; Character sets extracted from various demos!
- AU.50 **Picturesque**; Good art package.
- AU.51 **Business Letters**; 600 plus to adapt and use in your word processor!
- AU.52 **C64 Emulator**; Latest version, hardware available separately! (*)
- AU.53 **Speedbench**; Load in 15 secs. (*)
- AU.54 **Printer Drivers**; 30 different.

FONTS

- AF.01 **Cosmopolitan**; Rangers, Peignet, Avant Guard, Aldous, Celtic etc...
- AF.02 **Fancy**; Hollywood, Park Avenue, Broadway, Camelot, Courier, Ham...
- AF.03 **Publishers**; Helvetica, Akashi, Andover, Bookman, Boxie, Times...
- AF.04 **Various**; Unusual, Videofonts, Large & Small fonts... Utilities.

HELP!

- AH.01 **Adventure Game Solutions**; More than 100 including; Dungeon Master, Future Wars, Ultima 1 to 5, Sierra, Infocom, Bards Tale, Rainbird...Every Adventure players dream! (2 disks)

DEMOS

- AD.01 **Walker 1**; Classic animation (Mb)
- AD.02 **Walker 2**; Classic animation. (Mb)
- AD.04 **Probe Sequence**; Video pictures from an alien planet! Amazing!
- AD.18 **Puggs in Space**; Amusing cartoon of alien creature exploring Earth!
- AD.21 **Busy Bee**; Amazing Sculpt 3D animation of a large flying Bee! (Mb)
- AD.23 **Ship and Sphere**; Ray Trace film of space ship and glass sphere. (Mb)
- AD.24 **NewTek Demo Reel 3**; Incredible professional demo. (Mb-2 disks)
- AD.25 **The Run**; 3D film of Lotus chase through traffic with police car! (Mb)
- AD.32 **Vision Megademo IV**; Superb Digitised music and sound effects!
- AD.36 **Kefrens Megademo VIII**; 10 demos including; Kill the Beast (Shadow of the Beast meets Xenon 2)... (2 disks)
- AD.39 **Agatron animations**; 3D film of USS Enterprise attacking USS Reliant.
- AD.44 **Laurel and Hardy**; Digitised clips from various films! (2 disks)
- AD.45 **Star Trek, Dry Dock demo**; The highly praised Ray Trace masterpiece!
- AD.46 **Stealthy Manoeuvre II**; Cartoon style Stealth Fighter animation.
- AD.47 **Walker Demo**; The incredible 2 Megabyte animation (2Mb - 2 disks)
- AD.48 **Amy V Walker**; Amy the Squirrel chases AT-AT with Monkey Wrench! (Mb)
- AD.49 **Budbrain Productions**; Quality animations including Movie! (2 disks)
- AD.50 **Budbrain Demo 2**; Great sound, great graphics, another classic!
- AD.51 **Fishtank demo**; Animation of sea creatures miming in time to music!
- AD.53 **Iraq demo**; Mini film involving Saddam Hussain and John Major!
- AD.54 **Simpsons**; Digitised: Do the Bartman plus great Bart slideshow!
- AD.56 **Phenomena Megademo**; Trip to Mars; Fly around 3D landscape, Plus: Ray-Trace Fractal demo, Light Sourced World animation etc. GET THIS! (Mb)
- AD.58 **Applecus**; Ray Traced apples replace beads on animated abacus! (Mb)
- AD.59 **Plasmutex 91 by TFA**; Super smooth animations! Truly amazing!
- AD.61 **Franklin the Fly**; Very amusing series of animations...(Mb)
- AD.62 **Dating Game**; Eric Schwartz, very amusing animation. (3M -2 disks) (*)
- AD.63 **Batman**; Terminal & Late Night; Three great Eric Schwartz anims. (Mb)
- AD.64 **Shuttlecock**; E.Schwartz (Mb) (*)
- AD.65 **Stealthy Animations**; 3 great Eric Schwartz films. (Mb) (*)
- AD.66 **Substance**; by Quartex, Fractals, 3D animations, Ray Trace Bubbles (*)
- AD.67 **Interspace** by Phenomena; (*)
- AD.68 **Universal Intensity Demo** (*)
- AD.69 **Decaying Paradise Demo**. (Mb)
- AD.70 **Global Trash** by Silents; Ray Traced Space Ship, Superb Plasma effects, 3D animations..stunning!
- AD.71 **Ice Megademo** by Silents; (*)

To order any of our PD disks simply quote the required disk numbers.

Minimum Order 3 Disks!
Catalogue disk.....99p

TOP QUALITY DISKS - BY RETURN OF POST!

BYTEBACK

DEPT AF, 6 MUMBY CLOSE, NEWARK, NOTTS NG24 1JE

Cheque, postal
orders or credit
card facilities
are available





AMIGA PUBLIC DOMAIN FROM

**17-BIT SOFTWARE, THE PD
LIBRARY YOU CAN TRUST!
MAKE THE MOST OF
CHRISTMAS WITH AN ORDER
FROM 17-BIT. THAT BIT BETTER THAN THE REST**

PLEASE PUT DEPT AMIGA FORMAT ON ALL POSTAL CORRESPONDENCE

CHEER UP YOUR CHRISTMAS WITH SCHEME 17 DISK 12, A KARAOKE SING A LONG WRITTEN BY MIKE ARCHER CRAMMED WITH ALL YOUR FAVOURITE CAROLS, YOU WILL BE HOLDING YOUR BELLY FOREVER WITH THIS ONE.....ONLY £1.50 PLEASE ADD 50p TO ALL ORDERS LESS THAN 5 DISKS..THANKS



LISTED BELOW IS JUST A SMALL SELECTION OF OUR VAST LIBRARY, WE ALSO HAVE FRED FISH UPTO 550, ALL AMOS LPD, TBAG, AND SCHEME 17, OUR AIM IS SIMPLE.....TO BRING YOU THE PUBLIC THE VERY BEST IN PD AT WHAT WE FEEL IS THE BEST PRICE. MAYBE YOU CAN BUY IT CHEAPER, BUT CAN YOU BUY WITH CONFIDENCE FROM OTHER LIBRARY'S, WE ARE HERE FOR GOOD!!!! SO YOUR ORDER IS GUARANTEED A SAFE 24 TO 48 HOUR TURNAROUND... OUR FRIENDLY TELEPHONE STAFF WILL GLADLY POINT YOU IN THE RIGHT DIRECTION IF YOU ARE NOT SURE WHAT KIND OF PD WILL MOST SUIT YOUR NEEDS..SO GIVE US A CALL 0924 366982

- HOT UTILS!!!**
- 38 ICON DEVELOPMENT
 - 66 CLI UTILS
 - 75 CALENDAR ORGANIZER
 - 151 BANK ORGANIZER
 - 174 AM CAT
 - 243 DISK SALV
 - 247 DISK X
 - 353 MED V3.11B(NEW)
 - 778 NOISETRAKER V2.1
 - 784 BOWL V2
 - 785 OPTI UTILS 2
 - 793 JAZZ BENCH
 - 919 NOISETRAKER 2
 - 947 UTILITY MIX 2
 - 961 SPECTRA PAINT
 - 1005 AMIGA TOOLS
 - 1024 TEXT CRAFT
 - 1036 PRINTER DRIVERS
 - 1037 SUPER KILLERS
 - 1055 MUSIC RIPPERS
 - 1068 WORD FRENZY
 - 1111 C-LIGHT
 - 1133 SLIDESHOW
 - CONSTRUCT KIT
 - 1148 VIRUS BLITZ
 - 1152 PERSONAL JOURNAL
 - 1197 VECTOR DESIGNER
 - 1222 ART OF MED
 - 1252 RSI UTILS
 - 1255 PICTURE HELPER
 - 1275 OPTI COMMS
 - 1276 MUSIC
 - CONSTRUCTION KIT
 - 1295 ST EMULATOR
 - 1338 MESSYSID 2
 - 1320 MUSIC RIPPERS
 - 1340 VIRUS KILLERS
 - 131 MIDI UTILS
 - 353 GHOSTWRITER 2
 - 897 RSI DEMO MAKER
 - 1252 UTILS FOR ABOVE
 - 1390 UTILS FOR ABOVE
 - 1391 UTILS FOR ABOVE
 - 1391 UTILS FOR ABOVE
 - 1365 MED MODULES
 - 466 ARP
 - 1369 OPTI UTILS 2
 - F362 FENSTER
 - F531 FILESURCH
 - F403 FIXDISK
 - F494 INPUT LOCK
 - F363 LABEL PRINT V3.5
 - F455 MEM MON
 - F420 MENU WRITER
 - F98 QBASE
 - F338 SID
 - F318 ZOPER
 - F4-0 X-SPELL
 - F440 3D PLOT
 - F517 AMBACK
 - F361 BRUSH 4D
 - F276 CLICK DOS
 - F302 DISK TALK
 - F472 IALC
 - F284 ICON TOOLS
 - F452 IMAGE LAB

- GAMES DISKS**
- 24 HACK
 - 71 MONOPOLY
 - 135 BACK GAMMON
 - 173 OHELLO
 - 307 AGATRON GAMES
 - 370 TENNIS
 - 430 GOLDEN FLEECE
 - 445 CASTLE OF DOOM
 - 1350 POM POM GUNNER
 - 492 WERNER GAME
 - 556 HOLY GRAIL
 - 595 596 STAR TREK
 - 699 PSUDO COP
 - 759 GAMES GALORE 1
 - 775 PROPERTY MARKET
 - 781 GAMES GALORE 2
 - 795 BATTLEFORCE
 - 827 GAMES GALORE 3
 - 837 GAMES GALORE 5
 - 841 BLACK JACK
 - 971 REBOUND
 - 980 STAR TREK NEXT GEN
 - 981 QUIZ MASTER
 - 1046 SHAPES
 - 1048 EMPIRE
 - 1052 A+B TRUKIN ON
 - 1058 ZEUS
 - 1069 ATIC ATTACK
 - 1113 GAMES GALORE 6
 - 1114 GAMES GALORE 7
 - 1145 PACMAN
 - 1154 WARFARE SIM
 - 1155 MASTER OF THE TOWN
 - 1159 DARK STAFF
 - 1166 STOCK MARKET
 - 1174 SCUM HATERS
 - 1281 MEGA BALL
 - 1282 JUMPY
 - 1284 CHINESE CHECKERS
 - 1285 ASTEROIDS
 - 1290 CONNECT 4
 - 1419 SUPER TWINTRIS
 - 1342 CASTLE ADVENTURE
 - 1351 WISSYS QUEST
 - 1354 RETURN TO EARTH
 - 1367 CARD GAMES
 - 1378 TETRIS 2
 - 1407 POOL
 - 1423 NO MANS LAND
 - 1427 DUNGEONS
 - 1436 WARGAME

**OPERATION
LEMMING**
A GAME FOR CHARITY
MATE. A SHOOT EM UP
OF THE HIGHEST ORDER
AVAILABLE NOW
AT ONLY £3.00
WITH 2 POUND GOING
TO THE R.N.I.B
GAME SUPPLIED BY
KEN AND THE BOYS
IN LONDON, HELLO PEEPS

- 1 MEG ANIMS**
- 31 CAR + UNICYCLE
 - 63 JUGLER
 - 148 KNIGHT ANIMATION
 - 220 2 MEG WALKER DISK 1
 - 221 2 MEG WALKER DISK 2
 - 255 WALKER DEMO
 - 463 GHOST POOL
 - 485 COOL COUGER
 - 591 THE RUN (CAR)
 - 684 FRACTAL FLIGHT
 - 762 STEALTHY 2
 - 802 MAGICIAN 2
 - 808 STEALTHY ANIMS
 - 903 PEG ANIM
 - 911 APPLECUS
 - 975 JUGGLER 2
 - 990 PIANO ANIM
 - 999 TRACK BALL
 - 1022 AMY VS WALKER
 - 1032 JUGETTE 2
 - 1075 SPIDERMAN
 - 1092 MARSLIGHT
 - 1096 CONGA MAN
 - 464 SPACE SHEARE
 - 329 STAR TREK DRY DOCK
 - 1190 PINBALL ANIM
 - 1191 TEA CUP ANIM
 - 1208 ANTI LEMMIN DISK 1
 - 1209 ANTI LEMMIN DISK 2
 - PLEASE NOT ANTI LEMMIN IS A 2 MEG DEMO
 - 1256 HOLIDAY ANIM
 - 1305 CORSAIR
 - 1337 SHUTTLE COCK ANIM
- LATEST PD**
- 1481 RIM DATA BASE
 - 1480 MCAD
 - 1479 VISI CALC
 - 1478 AMIBASE V3.76
 - 1477 GOOD GAME
 - 1476 EXILE FONTS
 - 1475 OUTLAND REBELS
 - 1474 SILENTERS FRANCE
 - 1473 REBELS THE THING
 - 1472 A-GENE FAMILY TREE
 - 1471 TECHNO FRIGHT
 - 1470 FACE ANOTHER DAY
 - 1469 TEXT VIEWER
 - 1468 PRINTER UTILS
 - 1467 LEMMING CURD
 - 1466 TOO SEXY UTILS
 - 1465A TERMINATOR 2
 - 1465B SLIDESHOW (2 DISK)
 - 1464 INTRO'S COMP
 - 1463 DAVES ANIMATIONS
 - 1462 UNICOPY
 - 1461 ANIM (MUTLY)
 - 1460 DEVISL LABRYNTH
 - 1459 STATIC BYTES MUSIC
 - 1458 KEFRENS GUARDIAN
 - 1457 WFMH VECTOR DEMO
 - 1456 SONIC BOOM
 - 1455A EQUINOX SO WHAT
 - 1455B EQUINOX SO WHAT
 - 1454 MAGIK 12 HOPE

- LATEST PD**
- 1453 SOUNDSPLASH 4
 - 1452 LSD MUSIC DISK
 - 1451 TECHNO TRANCE
 - 1450A DIMENSION 4 MUSIC
 - 1450B DIMENSION 4 MUSIC
 - 1449 SS1 DRAGON SLIDES
 - 1448 RAMJAM MUSIC
 - 1447 DEVILS MEGA DEMO
 - 1446A TOXIC WASTE 1
 - 1446B TOXIC WASTE 2
 - 1445 LUKE + JOE ART
 - 1444 ATLANTIS SLIDES
 - 1443 NUMERIC MUSIC
 - 1442 PSYGNOSIS AGONY
 - 1441 PUMA TRACKER
 - 1440 PROTON MUSIC DISK
 - 1439 QUARTZ MEGA DEMO
 - 1438 MISC PROGS
 - 1437 TRAVEL GAME
 - 1436 BATTLE OF BRITAIN
 - 1435A KILLERS DEMO 1
 - 1435B KILLERS DEMO 2
 - 1434 INTRO'S COMP
 - 1333 LSD MEGA DEMO
 - 1432 CHARLY PRODIJY
 - 1431 MUSIC WINNERS
 - 1430 NANO DEMO
 - 1429A HIS MASTERS NOISE
 - 1429B HIS MASTERS NOISE
 - 1428 CHESS TUTOR
 - 1427 DUNGEONS OF NADRO
 - 1426 GAMES FOR MAY
 - 1425 ANARCHY INTRO'S
 - 1424 SILENTERS MUSIC
 - 1423 NO MANS LAND(GAM)
 - 1422 HOT STUFF!!!!!!
 - 1421 A BREED ANIM 1.5 MEG NEEDED!!!!!!
 - 1420 GAMES GALORE 9
 - 1419TWINTRIS
 - 1418 INSANITY TOOLS
 - 1417 GRAPHICS CONSTRUCTION KIT
 - 1416 RAF VOLUME 1
 - 1415 DIGITAL ADDRESS BOOK
 - 1414 40 VIRUS KILLERS
 - 1413 SYSTEM TEST
 - 1412 CRYPTIC UTILS
 - 1411 CRUISE FOR A CORPSE DEMO
 - 1410 CRYPTIC UTILS
 - 1409 PETERS QUEST
 - 1408 GAMES
 - 1407 MOONBASE,POOL
 - 1406 BACKGAMMON
 - 1405 DESK TOP PUBLISHER
 - 1404 IN BED MADONNA
 - 1403 MADONNA ANIMS
 - 1402 RHAPSODY IN BLUE
 - 1401 TEXT 2.1 (£1.10 A DISK)
 - 1400 SHAMEN MIX DISK 2
 - 1399 SHAMEN MIX DISK 1
 - 1398 DESKBENCH DISK 3
 - 1397 AS ABOVE DISK 2

WARNING IF YOU HAVE JUST GOT A NEW AMIGA + BE WARNED A LOT OF PD WILL NOT RUN!!!! ALL NEW PD WILL BE TESTED FROM NOW ON, BUT BUY WISELY

UPDATE 23 IS OUT NOW! ONLY £1.50 AN ISSUE IT OPENS A WHOLE NEW DOOR FOR YOUR PD NEEDS. OFTEN COPIED BUT NEVER BETTERED. IT'S YOUR ESSENTIAL GUIDE TO WHATS NEW AND BEST IN PD!! THIS PRODUCT IS A FORCE OF 1 PRODUCTION

ORDERING DISKS
ALL MAJOR CREDIT CARDS ARE TAKEN , OPENING TIMES ARE MON TO THURS 9.00 WHILE 8.00 PM AND 9.00 TO 5.30 FRI AND SAT. PLEASE MAKE CHEQUES AND POSTAL ORDERS PAYABLE TO 17-BIT SOFTWARE
WRITE TO:-PO BOX 97 WAKEFIELD WF1 1XX TELEPHONE 0924 366982 IF NO ONE IS THERE OUR ANSWER PHONE WILL GLADLY TAKE YOUR ORDER...PLEASE BE PATIENT OUR PHONE HOTLINE IS VERY BUSY, MOST ORDERS ARE SENT OUT THE SAME DAY, IF RECEIVED EARLY ENOUGH, PLEASE ALLOW AT LEAST A WEEK FOR YOUR ORDER TO ARRIVE BEFORE RINGING AND ASKING WHERE YOUR ORDER IS..THANKS

AMIGA SPECIALS
TRACK BALL--£26.95
MICE--ONLY £15.99
SECOND DRIVES--£55.95
SECOND DRIVES(TRACK COUNT)£60
AMIGA RAM EXPANSIONS--£24.95
MOUSE MATS--£2.00
ZY-FI SPEAKERS--£35.95

CHRISTMAS MUSIC DISK ONLY £1.50

BUZZED!

PD SOFT 2086, 2087 AND 2088



The prize for best demo of the month goes to this little masterpiece. Most of the 3D animations we see are simple five-second pictures of bouncing balls or other suitably rounded objects. James Robinson has gone way beyond that with *Buzzed*. Picture the scene: a peaceful meadow next to a quiet highway. The birds swoop through the sky, the sun shines and a busy bee flutters along the roadside. If he doesn't look out he'll CRASH! ...hit that post.

The animation style featured on *Buzzed* is nothing new, but the sheer finesse and precision involved are absolutely superb. The bee drifts around smoothly, with some beautifully coloured objects and scenery to back him up. The attention to detail is excellent, from the car that drives past, to the spider hanging under the mailbox. Excellent!

AMI-FX 4

AMIGANUTS UNITED, DISKS 1 180 (THREE DISKS)



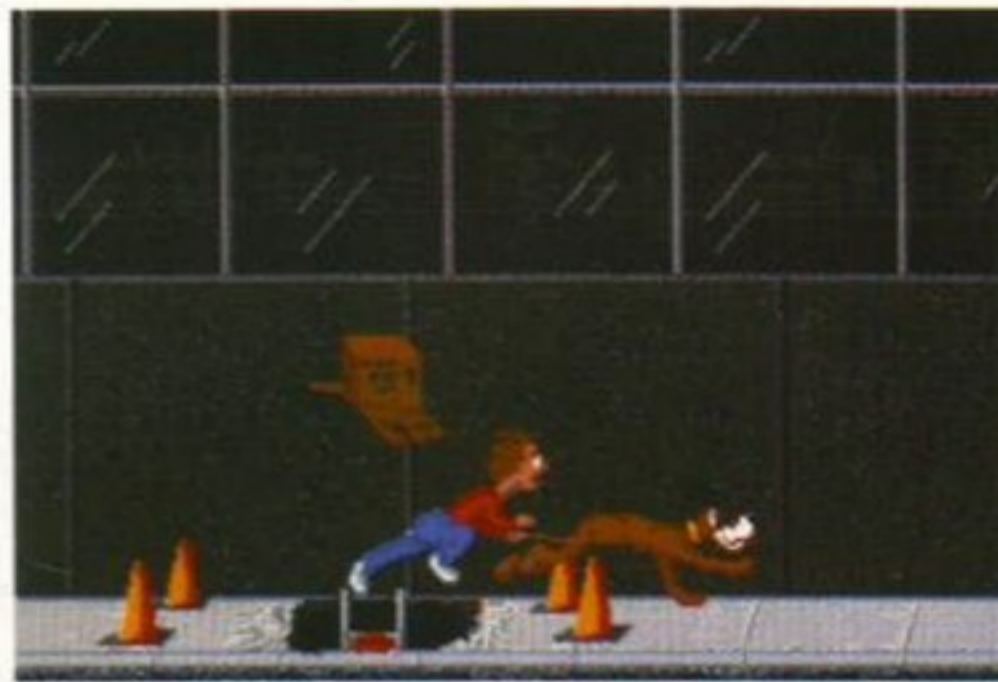
The original idea behind the Ami-FX range (which, incidentally, stands for Amiga Fractal Exchange) was to allow those interested in fractals to find contacts and make new connections within the Amiga community. Unfortunately, this idea hasn't really been fully achieved, with the disks that do appear simply containing a few pictures and animations based on fractals. Some of the clips featured are pretty good though, including spiralling Julia Curves, Mandelbrot kaleidoscope effects and some very nice Vista shots. It may not be much of an information exchange, but it's very impressive to watch!

PD Demo Zone



If you're looking forward to getting loads of nice computer pressies for Christmas, but can't stomach the idea of being given yet another copy of Joseph's Amazing Technicolour Dream Coat Medley by your auntie, then you need to get hold of some serious audio-visual entertainment. But where can you find this? The Demo Zone!

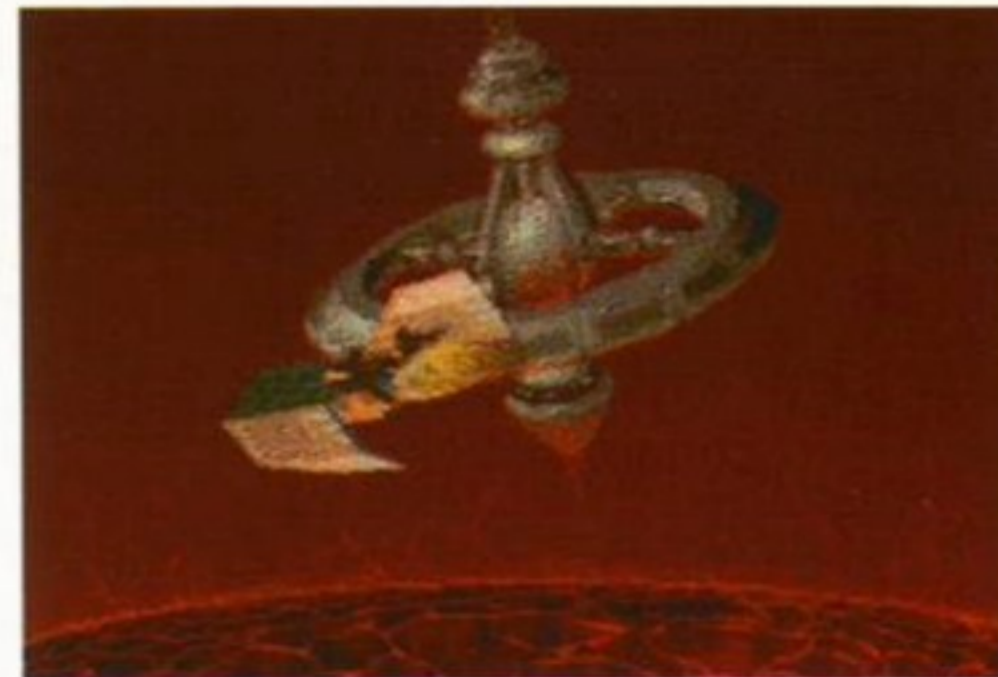
GOTTA GO ANIMATION
PD SOFT, DISK 2109
REQUIRES 1.5 MB



Following the recent trend of humorous cartoon-style animations, Alan Pichtel has put together a piece lasting just over four minutes! The clip consists of a bloke walking to the park with his faithful hound, only to find that it is closed for the day. The dog goes into a frenzy and drags his poor master across the city to find an alternative location for his daily constitutional.

Although the demo is touted as being four minutes long, this isn't really a deciding factor in the quality. The action is pretty slow and drawn out, making it seem as though very little happens. Still, some of the antics are quite amusing – if a little predictable.

ALIEN BREED ANIMATION
17 BIT, DISK 1421



After their foray into the full-priced games arena, it seems natural that 17-Bit would want to promote their game through the PD demo scene. *The Alien Breed Animation* is the full version of the Tobias Richter spaceship anim used on the game's introduction sequence. The clip features a deadly-looking craft

swooping through an asteroid field and docking with a space station above the planet's surface. Although the game wasn't Format Gold material, this animation is still impressive, making it well worth investigating.

MAGAD! MEGADEMO
PD SOFT, DISK 2028



Seeing the word 'megademo' in the title of a disk is off-putting, since these usually consist of a few duff tunes, a handful of vectors and some banal scroll-texts. The *Magad!* megademo is different. The sound is a fast-paced dance track, with some very nicely drawn pictures and animations. The tiny clips are very much in the style of Japanese animators, featuring cute-faced girls with huge eyes and a surreal dancing panda. For a change from the normal megademo, this is ideal.

THE LEMMINGS ANIMATION
NBS, DISK H665

If you're thinking that this is an extension of the Eric Schwartz *Anti-Lemmin' Demo*, then you're wrong! This clip was put together by Jan Paton of Rebelsoft and is very different to the acclaimed Schwartz demo, both in style and content. Whereas the last demo was very much a 'knockabout



fun' affair, this one is far more 'deep'. The cartoon is basically a tale of guilt, compassion and honesty, featuring a large lemming splatting a smaller member of the species, only to be so racked with remorse that he is forced to go back and revive him. The end of the cartoon features a strange twist... but you'll have to look at the demo yourself to find out what it is!

**ALL DISKS
STILL ONLY
99p EACH**

Anglia PD

(*) = 1 Meg

(P) = A-500 Plus Compatible

BUSINESS PACK (P) 5 DISKS £4.95
Text-Plus v2.2E (Word pro), 4 databases including RIM, Clerk (accounts), Spreadsheet, MCAD (graphics), + 2 Spellcheckers.

DESKTOP VIDEO PACK (P) 4 DISKS £3.96
Outstanding collection for video producers, includes Rolling Credits, Slideshow, Video Backgrounds, Special Effects, Pattern Generator and more!!!

PROGRAMMERS PACK 5 DISKS £4.95
Forth, Modula 2, Lisp, Logo, Pascal, North C v1.3 + C Manual disk.

NEW! HOME MANAGEMENT PACK 3 DISKS (P) £2.97
Calendar, Mortgage, Spreadsheet, Grammar, Mileage, World Time, Budget, Chequebook, Database, Typing Tutor, Typewriter, Grocery, List Maker, Home Banking.

BEGINNERS PACK (P) 4 DISKS £3.96
CLI Tutorial, Quick Copy, E.S.A. Utilities, Disk Master v3.0.

CLIPART PACKS 1, 2 OR 3 EACH PACK = 5 DISKS £4.95
3 different packs of 5 disks, all full of the very best clipart for DPaint etc. (P)

FONTS PACK 1, 2 OR 3 EACH PACK = 5 DISKS £4.95
3 different packs of 5 disks, pack 1 contains: Publisher fonts, various fonts, fonts disk 2, Cosmopolitan fonts, large fonts (loads of great fonts for DPaint etc.) (P)

NEW! ANGLIA COLOURFONTS (P) 5 DISKS £4.95
Contains 5 disks full of original colourfonts produced here at Anglia, ideal for captions, titles, etc. Use with DPaint III.

ADVENTURE PACKS 1 OR 2 EACH PACK = 5 DISKS £4.95
Pack 1: Holy Grail, Golden Fleece, Castle of Doom, Return to Earth, World, Colossal, Adventure Writer.
Pack 2: Dragon Cave, Moria, Rings of Zon, Imperium Romanum, Larn v1.2.

CARD & BOARD GAMES (P) 4 DISKS £3.96
Cluedo, Cribbage, Monopoly (English version!), Mastermind and much more!

NEW! GAMES GALORE PACK 5 DISKS £4.95
Over 30 Games on 5 disks! Includes great games such as Sky Fight, Dad, Trek Trivia, Five-in-Line, Diplomacy, Chess, Monopoly, Othello, Space Age, Air Traffic Control, and loads more!

UTILITIES PACKS 1, 2, 3 OR 4 EACH PACK = 5 DISKS £4.95
4 different packs with all the utilities you will ever need! Pack 1 contains: Chet Solace disk (26 utils), Diskmaster v3.0, Darkstar Utilities 2, 3 & 4.

EDUCATION PACK 1 (P) 5 DISKS £4.95
German, Globe, Geotime, Drawmap, Evolution, Clouds, Formula, Airfoil, Gravity Sim, Weather, Wave Maker, World Data Bank and more!! (This pack is one of our best sellers and is incredible value for money).

NEW! TRIVIA PACK 4 DISKS £3.96
Includes: Hollywood Trivia, Quizmaster, Trek and next Generation Trivias.

NEW! SPORTS PACK 4 DISKS £3.96
Tennis, Downhill Skiing, Car Racing, Two Player Soccer

NEW! ASTRONOMY PACK (P) 4 DISKS £3.96
Star Chart, Amigazey, Deepsky, Gravity Well, Grav Sim, Orbis, Planet.

NEW! PRINTER USER PACK (P) 4 DISKS £3.96
Essential for all printer owners! Includes: Label Designer, Label Printer, Printer Driver Generator, Print Studio, Plus More!

NEW! ARTISTS PACK (P) 5 DISKS £4.95
Spectrapaint, C-Light, Image Lab, Filter Pics, Image Tools, Direct Action, Clipit, Auto Pics, View Jff.

NEW! MUSICIANS PACK 5 DISKS £4.95
Med V3, Soundtracker Pro, Oktalizer (8 Channell!), Games Music Creator and Loads of Samples!!

CLASSIC GAMES PACK 5 DISKS £4.95
Pacman, Invaders, Missile Command, Flaschbier (Bonilderdash), Slot Cars, Othello, Chess and More!

Please note all pack disks may be bought singly at 99p!
SINGLE DISKS AT ONLY 99p!

BUSINESS
B301 Banks (Excellent home banking package) (P)
B303 Flexibase (Good DBase with form designer) (P)
B304 Wordwright (Great Word Processor with Mail Merge) (P)
B321 Amigafax (English Desk Top Publishing) (P)
B322 600 Business Letters (Superb! - Ready to use) (P)
B312 Spreadsheet (Easy to use - Brilliant) (P)
B313 Amibase V3.76 (The best PD Database available) (P)
B324 Q Base (The perfect database for beginners) (P)
B314 Business Card Maker (Design Your Own)

UTILITIES
U402 Master Virus Killer v2.1 (The best Virus Killer)
U405 ST + C64 Emulators + MessyDOS
U413 Sid v1.6 (makes you a master of CLI) (P)
U416 CB Tutorial (Learn all about it) (P)
U427 Demolisher Utilities (over 200 utilities on one disk) (P)
U430 Mymenu + Syscheck (Menu maker + computer diagnosis) (P)
U471 X Copy III (PD version of commercial prog: Save £30!!) (P)
U478 Typing Tutor (New! Great features) (P)
U489 Windows Bench (2Disks - superb! Workbench 2.0)
U491 PC Emulator (Latest and fastest - Turbo XT!) (P)
U490 New C Manual V2.0 (4 disk set) (P)
U448 Iconmania (Total Icon control - very easy) (P)
U475 Messysid (Read + write MSDOS disks-simple!) (P)
U415 Hard Disk Utilities (Wonderful for HD Users) (P)
U414 Easy Backup + View 80 (Good HD backup to floppy) (P)
U410 North C V1.3 (2 disks - the best C language) (P)
U494 Pascal (2 disks - brilliant language) (P)

GAMES - (*=1MEG)
G602 Megaball (Wonderful Arkenoid game) (P)
G661 English Monopoly (Perfect for Christmas) (P)
G677 Amigoids (The best Asteroids Game) (P)
G686 Insiders Club (Stockmarket simulation - get rich quick!) (P)
G693 Cubulous (Superb rubiks cube puzzle) (P)
G687 Napoleonic Warfare Simulator (P)
A508 Return To Earth (Impressive Space Trading Game) (P)
G625 Drip! (*) (You must get this classic game!) (P)
G624 Blizzard (*) (PD's best shoot em up) (P)
G689 Pom Pom Gunner (*) (Excellent arcade game) (P)

CHILDRENS
C701 Learn + Play (2 disks-super education for 4-10yrs) (P)
C702 Train Set (Build a track, set 2 trains going) (P)
C703 Talking Colouring Book (P)
C704 Simon Says/Space Maths (P)
C705 Treasure Island X marks the spot - with speech! (P)
C706 Snakes + Ladders (Classic board game fun)
C707 Pair It (*) (Match the cards-great fun!) (P)
C708 Crossfire (*) (Hectic arcade game) (P)
C709 Pixie Kingdom (2 disks - save the pixies) (P)
C710 Numbler Fumbler (sliding block puzzle) (P)
C711 Wacko in Wonderland (No better game available) (P)
C712 Colour Pad (New colouring book for youngsters) (P)

GRAPHICS
GR818 Spectrapaint (The best paint package) (P)
GR807 Graphics Utilities Disk (Loads of useful programs) (P)
GR826 Anglia Digifonts (Use DPaint III and colourtext program) (P)
GR829 Mandanin (Make moving fractal backgrounds) (P)
GR812 Image Lab (Alter any picture in loads of ways) (P)

MUSIC
M901 Med v3.0 (Best Music Package - PD or otherwise) (P)
M902 Sound Tracker Pro (Brilliant compilation disk)
M903 14 Sample disks (Approx 100 samples on each disk) (P)
M920 Future Composer (Create music using the Amiga Chip)

DEMOS
D140 Neptune Pics (2 Disks - Spell binding space images) (P)
D141 No Reality (Eye-popping new demo)
D116 Puggs In Space (Brilliant 10 minute cartoon)
D128 Pussy Innership (Demo, Music + Game!)
D107 Cryptoburners II
D121 Fillet The Fish



PUBLIC DOMAIN SOFTWARE

ANGLIA PUBLIC DOMAIN LIBRARY
(Dept AF), 115 Ranelagh Road, Felixstowe, Suffolk, IP11 7HU

TELEPHONE 0394 283 494

Access, VISA, CREDIT CARD ORDERS, Creditcharge

Simply phone your order through or send a cheque/postal order. Please add 60p to cover post and packing.



AMIGA REPAIRS

JUST £44.95 inc.



- ★ Commodore registered
- ★ Over 10 years experience with Commodore computers
- ★ 20 qualified technician engineers at your disposal
- ★ We will undertake to repair your Amiga 500 computer for just £44.95 including parts, labour, VAT and post & packing
- ★ Most computers should be repaired within 24 hours of booking in.
- ★ Prices include full service check, overhaul, soak-test and replacement of power supply unit if necessary
- ★ Repairs to keyboard and disk drive also included (£25 extra if these units are unrepairable and require complete replacements)
- ★ All repairs covered by a 90 day warranty



**Upgrade your Amiga from 512K to 1Mb of memory for just £25.00
SPECIAL EXCLUSIVE OFFER:**
If you submit your computer to ourselves for repair, enclosing this advert along with just an additional £25, we will supply and fit a 512K memory expansion at no extra cost.

How to take advantage of this exceptional offer: simply send or hand deliver your machine to the workshop address detailed right, enclosing payment and this advert and we will do the rest. (If possible please include a daytime telephone number and fault description).

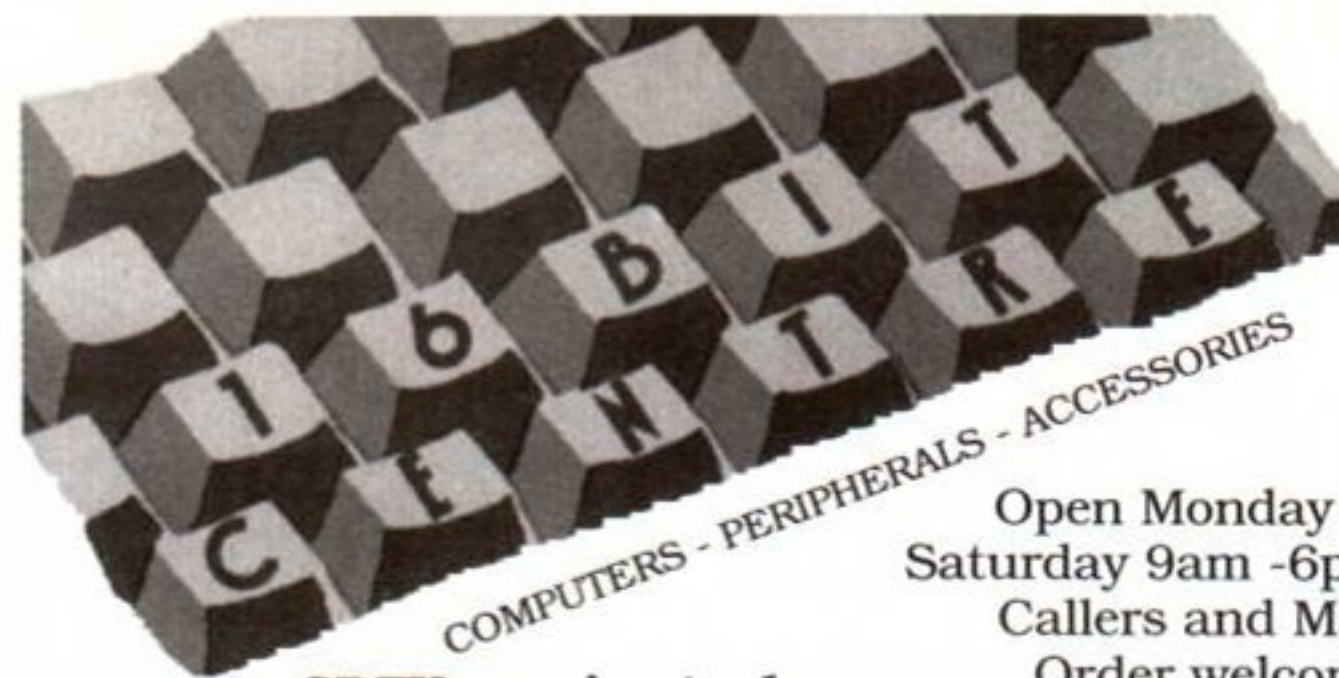
* If you require 24 hour courier to your door, please add £5 else your computer will be sent back by contract parcel post.

WTS ELECTRONICS LTD
STUDIO MASTER HOUSE
CHAUL END LANE
LUTON, BEDS, LU4 8EZ
Telephone (0582) 491949 - (4 lines)

WTS reserve the right to refuse machines that in our opinion are tampered with, to an extent beyond reasonable repair

**COMMODORE
1084S STEREO
MONITOR**
Including FREE lead
ONLY £219.00

**PHILIPS 8833 MK II
STEREO MONITOR**
Including Free Lead
ONLY £219.00



**CDTV now in stock
only £459.00**

Open Monday to
Saturday 9am -6pm
Callers and Mail
Order welcome
Easy parking

**KCS POWERBOARD
PC Emulator**
For Amiga A500 C/W
MSDOS
ONLY £195.00

AT ONCE AMIGA
PC 286 AT EMULATOR
FOR THE A500
ONLY £159.00

HARD DRIVES

GVP SERIES II 1500/2000 52Mb Quantum Space for 8Mb RAM £289.00	GVP SERIES II 1500/2000 105Mb Quantum Space for 8Mb RAM £419.00	GVP SERIES II A500 52Mb Quantum Space for 8Mb RAM £379.00	GVP SERIES II A500 105Mb Quantum Space for 8Mb RAM £519.00	SUPRA 500XP 52Mb Quantum Space for 8Mb RAM with 1Mb free £369.00	SUPRA 500XP 105Mb Quantum Space for 8Mb RAM with 1Mb free £499.00
---	--	--	---	--	---

AMIGA A500 FUN PACK

Amiga A500, Mouse, Modulator, Manuals, Basic, Workbench, Tutorial, Joystick, Disk Box, 10 Blank Disks, Dust Cover, Dpaint III, PLUS 13 GREAT GAMES Lemmings, Simpsons, Captain Planet, Star Wars, Toobin, Barbarian II, Licence to Kill - James Bond Game, Running Man - With Schwarzenegger, APB, Xybots, Dragon Spirit, Hard Drivin, Voyager, 1 Meg of Ram

ONLY £399.00 Now includes NEW A500 PLUS

Please phone for other Amiga Packs

AMIGA A500 MAX PACK

Amiga A500, Mouse, Modulator, Manuals, Basic, Workbench, Tutorial, Joystick, Disk Box, 10 Blank Disks, Dust Cover, Dpaint II, PLUS 10 GREAT GAMES Star Wars, Toobin, Barbarian II, Licence to Kill - James Bond Game, Running Man - With Schwarzenegger, APB, Xybots, Dragon Spirit, Hard Drivin, Voyager

ONLY £389.00 NOW INCLUDES NEW A500 PLUS

Please phone for other Amiga Packs

SOFTWARE AND DISKS

DELUXE PAINT III.....	£29.00	PIXEL 3D V2.....	£79.00
AMOS + EXTRAS DISK.....	£32.00	QUARTERBACK.....	£33.00
BROADCAST TITLER II.....	£159.00	PRO-WRITE V3.1.....	£75.00
TV SHOW.....	£55.00	EXCELLENCE V2.....	£89.00
DIGIVIEW GOLD V4.....	£87.00	TITLE PAGE.....	£109.00
LATTICE C V5.1.....	£149.00	GOLD DISK OFFICE.....	£99.00
PAGESETTER V2, DTP.....	£42.00	VIDEO EFFECTS 3D.....	£109.00
PAGESTREAM, New Version 2.1.....	£125.00	DRAW 4D PRO.....	£139.00
PAGESTREAM FONTS.....	£49.00	QUARTERBACK TOOLS.....	£55.00
TV TEXT PROFESSIONAL.....	£79.00	WORDWORTH.....	£77.00
CROSS-DOS, Multi-format file transfer.....	£19.00		
HITACHI 720 VIDEO CAMERA. Ideal for DigiView.....	£199.00		
PEN PAL, Excellent Word Processor (1 Meg).....	£49.00		
IMAGINE 3D Animation & Rendering software.....	£139.00		
ART DEPARTMENT PROFESSIONAL.....	£99.00		
ALL IN ONE, Art package, Word Pro + Music package.....	£49.00		
VIDEO EASE, Video wipes, titling package.....	£35.00		
PHOTON PAINT II, HAM Art + Animation.....	£25.00		
AMOS COMPILER.....	£23.00		
THE WORKS PLATINUM. Integrated package.....	£55.00		
AUDIOMASTER 4.....	£59.00		
WALT DISNEY ANIMATION STUDIO (1 Meg).....	£67.00		
SPECTRA COLOUR.....	£42.00		
X-COPY PROFESSIONAL.....	£27.00		
PROFESSIONAL PAGE 2.1 (new) with video.....	£129.00		

AMIGA A1500

The A1500 inc. Philips 8833 or CBM 1084S monitor, Twin Drive, Dpaint3, The Works Plat., Home Accounts, 3 Games + Joystick **ONLY £845.00**

AMIGA A500 part exchange available - please phone

ACCELERATORS

Microbotics Accelerator VXL30-25MHz.....	£239.00
Microbotics Accelerator VXL30-40MHz.....	£369.00
68881 Floating Point Co-processor for above.....	£135.00
ICD Adspeed 14.7MHz.....	£157.00

HARDWARE

COMMODORE A590 20MB Hard Disk, Unpopulated.....	£279.00
COMMODORE A590 20mb Hard Disk + 2m RAM.....	£335.00
FRAME GRABBER PAL, Real Time colour from video.....	£480.00
RENDALE 8802 Genlock, A500/B2000.....	£185.00
AUDIO ENGINEER PLUS 2 Sampling hardware/software.....	£174.00
SOPHUS S5 Professional Stereo Sampler.....	£49.00
AOC Multisync Monitor.....	£349.00
AMIGA compatible external disk drive, switch plus thru port.....	£57.50
Sound Master.....	£105.00
ICD Flicker Fixer.....	£229.00
NAKSHA CLONE MOUSE.....	£19.50
HAM E PLUS.....	£249.00

PRINTERS

PHONE FOR LOW PRICES ON PRINTERS e.g.

STAR LC-24/200 COLOUR inc. lead.....	£269.00
STAR LC00 COLOUR inc. lead.....	£195.00
CITIZEN SWIFT 24 COLOUR inc. Lead.....	£275.00
STAR Laser Printer 4.....	£719.00

AMIGA MEMORY

SUPRA RX500 for A500 inc 1Mb.....	£99.00
SUPRA RX500 for A500 inc 2Mb.....	£125.00
SUPRA RX500 for A500 inc 4Mb.....	£225.00
SUPRA RX500 for A500 inc 8Mb.....	£309.00
B2000/1500 Microbotics 8M Ram Board + 2 Mb RAM.....	£155.00
Extra 2 Mb Ram for above board.....	£75.00
A500 TARGET 512K Ram, With Clock + Switch.....	£29.00

SUPRA/BAUD BANDIT MODEMS

2400, V21, 22, 22Bis & MNP 5 (speeds up to 4800).....	£139.00
Supra 2400 Plus, MNP5 & V42 Bis (speeds up to 9600).....	£165.00
Supra 9600 Modem (speeds up to 38000).....	£399.00
Internal 1500/2000 Plus (speeds up to 9600).....	£159.00

HOW TO ORDER:
Either call our number
below with your credit
card details, or send a
cheque/PO or credit
card number and
expiry date to our
address. Make cheques
payable to
THE 16 BIT CENTRE
Prices subject to change without
notification.

All prices include VAT + Courier Service

16 BIT CENTRE

**Units 15-17,
Lancashire Fittings Science Village
Claro Road, Harrogate HG1 4AF**

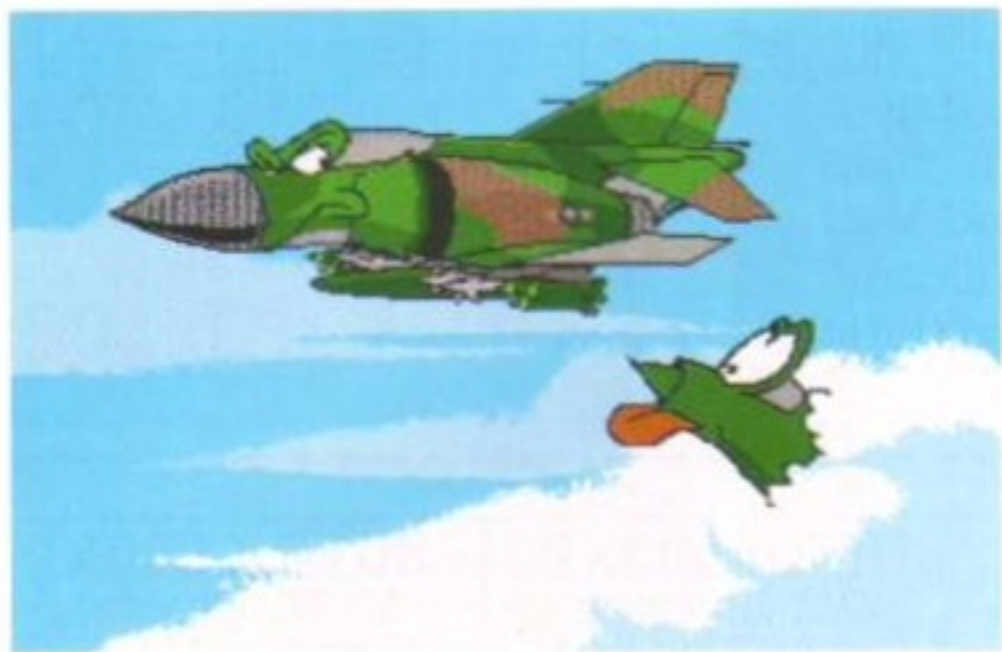
Tel (0423) 531822/526322

**EXTENDED WARRANTY
AND MAINTENANCE
CONTRACTS AVAILABLE
ON ALL ITEMS. PLEASE
CALL FOR FURTHER
DETAILS**





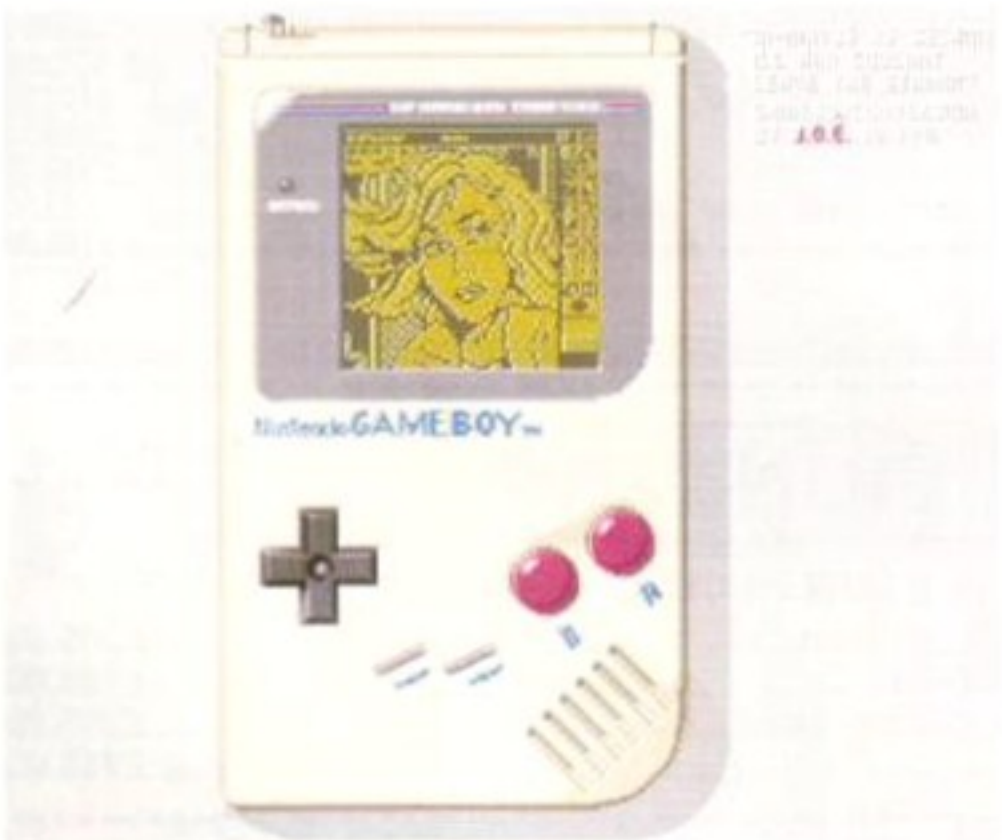
VIETNAM CONFLICT
PD SOFT, DISK 2021



Come on, you didn't expect us to go for an issue without an Eric Schwartz animation did you? Following the *ATF Agility* anim featured last month, this one is yet another in the long running (and highly acclaimed) *Aerotoons* series, featuring a cheeky little plane giving a bit of sauce to a large bomber. Bravery isn't too much to the fore in his personality though, as the closing scenes of the demo show!

The animation is well up to Eric's high standard, but it has to be said that this is one of his shortest works! Fans of his earlier stuff should still add it to their collection though.

LATERNA MAGICA
17 BIT, DISK 1445



Slideshows seem to be getting rather thin on the ground these days, but this one makes up for the lack of them in recent months. The pictures have all been carefully drawn, covering such wide-ranging subjects as helicopters, weaponry and mystical lands. The 'M-Maybe' picture is a stroke of genius, consisting of a Game Boy running a version of *Deluxe Paint* (it could happen!), and a picture on the LCD being a Roy Lichtenstein creation. Along with the pretty pictures, there is a swirling, ethereal soundtrack to give the whole thing an 'art gallery' feel.

MUTTLEY ON THE BOUNTY
17 BIT, DISK 1461
STUNT ANIMATIONS
17 BIT, DISK 1463

Dave Henderson has released a couple of digitised animations into the Public Domain, but these latest disks are one of his most impressive to date. The *Stunt Animations* disk is a combination of three cartoons, featuring a car and a bus performing jumps and an old car rolling dramatically across the arena. *Muttley on the Bounty* is taken from a *Dastardly and Muttley* cartoon (surprisingly enough), with some very silly seafaring antics to behold.

TOP 20 **Classic Demos**

New PD demos are always being released, but there are very few that can be termed as classics. Here is a quick round up of 20 of the best demos featured in Amiga Format.

1. ANTI-LEMMIN' DEMO

The king of PD animations, Eric Schwartz, surpassed himself with this one. The cartoon master applied his sense of humour to Psygnosis' phenomenally successful little characters to come up with one of the most entertaining demos ever.

2. REBELS COMA

This was actually featured on a few compilations disks, but stood out way above the others. *COMA* is a serious slice of acid music, with a series of incredibly wild images to back the tune. The music and visuals wouldn't look out of place on the *Chart Show* – they're that impressive!

3. LANDING

Tobias Richter has long been acclaimed for his *Star Trek* animations, but *Landing* is without doubt his most ambitious effort yet. The pictures are superb, looking more like models moving around the screen than computer graphics.



4. THE DATING GAME

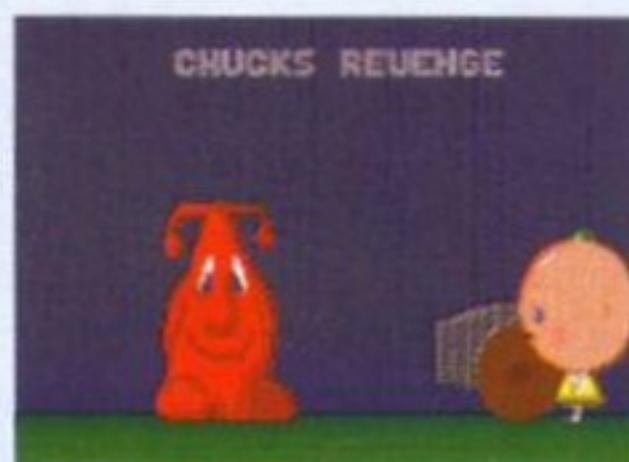
A second entry into the hall of fame for Eric Schwartz with his *Dating Game* animation. The style and humour are the same as his previous releases, but the attention to detail makes this one of his best.

5. CLASSY ANIMATIONS

Starting with a disk called *Weird Little Anims*, Steve Pack created a whole series of animation disks in a simple style which worked extremely well. The subject matter varied, but all the clips had a cute quality which quickly earned him a reputation. This was the series that brought the character Chuck to fame!

6. NEMESIS

Although this was a comic on a disk, it wasn't what most people expected. Instead of being based on the 2000 AD character, *Nemesis* was a totally original story with some very impressive artwork. Unfortunately, only the first issue appeared. A shame, since the whole story would have been excellent.



7. PINK FLOYD'S THE WALL

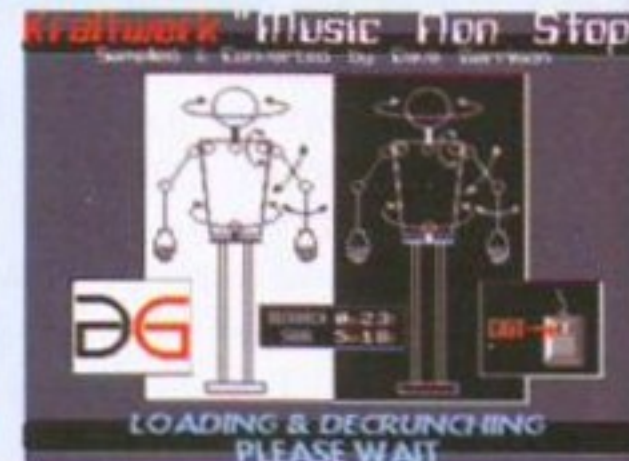
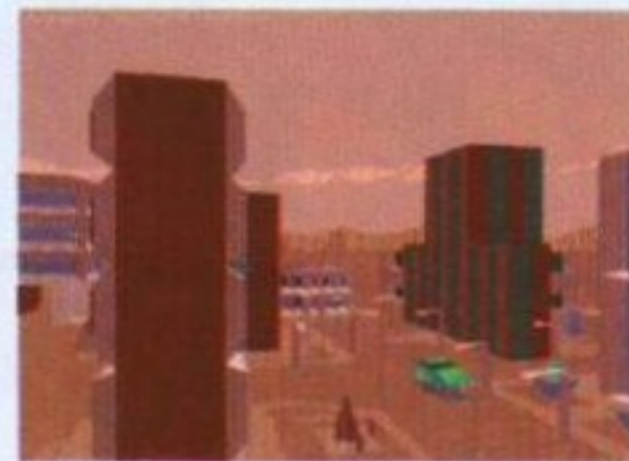
Coming on six disks, this is one of the most ambitious demos ever to appear. The demo was split into sections, each covering a different theme found on the album *The Wall*. The quality of the sections varied, but the overall scope of the piece was very impressive.

8. MARS FLIGHT

Originally appearing on the scene through Senlac Software, this is one of the slickest space anims to be released. The scene is a colony on Mars, with a transport ship swooping in for a landing. The style is very atmospheric, with plenty of dark colours to portray the action. Very moody!

9. URANUS MUSIC

As a whole, this disk isn't that impressive, with some of the tunes featured being pretty ordinary. The disk is definitely worth getting though, due to the best version of Kraftwerk's *Musique Non Stop* heard anywhere – including on record. Don't miss this, electro fans.





Software Expressions



Introducing some of the best public domain & shareware disks available for the Amiga today. Go on...express yourself!

UTILITIES

- U001 ...A-Gen (1Mb).....Trace your ancestors
- U003 ...Alpha Flight Demo Creator.....With instructions
- U005 ...Amibase.....Excellent database system
- U006 ...Amigazer.....For those astrologists
- U012 ...Anti-virus disk.....Useful killer
- U014 ...Batmania.....Batmans' alternative workbench
- U016 ...Biorhythms (1Mb).....Chart your feelings
- U017 ...Business pack (3 disks).....D/base, s/sheet, w/p
- U101 ...C64 Emulator.....Take your Amiga back to basics
- U020 ...C-Manual (3 disks).....Guide to C-programming
- U024 ...Catalogue Maker (2 disks).....Good; be patient!
- U098 ...Database Master.....User friendly
- U033 ...Education 1.....Learn German
- U035 ...Education 3.....Weather
- U036 ...Education 4.....Evolution
- U092 ...Cartoon Brushes.....Lots of famous characters
- U104 ...Golf Recorder (1Mb).....Excellent. Recommended for golfers
- U042 ...Gurbuster.....Blitz those meditations
- U043 ...Intromaker.....As it sounds. Good
- U045 ...Jazzbench.....Another good W/B alternative
- U049 ...Mandlebrot Explorer.....Excellent pics
- U050 ...Master Virus-killer.....Recognises over 100 viruses. Essential
- U106 ...Med v3.11.....Latest sequencer version
- U110 ...Messysid v2.0.....PC to Amiga file transfer
- U102 ...Multipeppers.....Plus Sanity and Pacman copy
- U052 ...Business Card Maker.....Simple, but useful
- U099 ...Noiseplayer v3.0.....Loads more modules
- U053 ...North C.....Compiler
- U105 ...Personal Addresser.....Useful
- U108 ...Picture Help.....Convert Ham pics
- U061 ...Games Music Creator.....Fav. composition writer
- U062 ...House Samples 1.....Loads samples. Suitable for GMC etc.
- U073 ...Sid v1.06.....Cli helper. Very popular
- U075 ...Spanish Tutor.....Buena!
- U076 ...Star Trekker.....8 channels, sampler. Superb
- U083 ...Workbench Fun!.....More W/B alternatives
- U103 ...Word Frenzy.....Good wordprocessor
- U084 ...Wordwright.....For all you dizlecksicks!
- U089 ...Journal.....Very good account-handler
- U111 ...Tarot (2 disks).....Amiga card reader!
- U077 ...TBag 31.....Includes boot intro
- U090 ...Text-editor.....Also text-paint
- U107 ...TSB Vector Designer.....Special Brothers classic
- U091 ...Chet Solace.....Utils. extravaganza plus game
- U093 ...Jamcracker.....Songcreator from Vision. Well presented
- U097 ...Red Sector demo-maker.....Recent. Exc. disk
- U114 ...Cross Dos.....Demo only version
- U040 ...Fonts (4 disks).....Lots of various fonts
- U117 ...NComm.....Modern utility
- U115 ...Red Sector Extras.....Objects for demo making
- U113 ...Spectrum Emulator.....Very popular

DEMOS

- D010 ...Animations '91.....3 anims, including rocking chair
- D012 ...AMOS Game Creator.....Demo of AMOS's capabilities
- D215 ...Another 5 ways to Kill a Mole.....It gets sadder!
- D015 ...Agatron Star Wars (1Mb/2 disks).....Captivating graphics
- D016 ...Acid Music.....Some wicked museec & grapheecs!
- D017 ...Addams Family.....Slideshow of TV series
- D020 ...Bowie Demo.....David Bowie of the past
- D022 ...Budbrain Megademo (2 disks).....Still one of the best disks around
- D021 ...Budbrain 2.....The equally brilliant sequel
- D023 ...Bass Megademo.....Electrifying graphics & pulsating beat. Get it!
- D027 ...Beastie Boys.....Excellent presentation
- D036 ...Coma/Cebit/Victory (1Mb).....Classic Acid-type demos
- D037 ...Cool Cougar (1Mb).....Classy cartoon
- D041 ...Congaman (1Mb).....Bongo player anim.
- D208 ...Dragon Slideshow.....Compilation
- D048 ...Dream goes Berserk (1Mb).....Astounding graphics & imagination

- D049 ...Desert Island slideshow.....Gruesome pics. Good
- D058 ...Enterprise Leaving Dock.....Famous animation
- D060 ...Elvira.....The sexy lady endows herself!
- D061 ...Elvira Activities.....Now move her body!
- D062 ...5 Ways to Kill a Mole.....Funny. Not for animal lovers!
- D223 ...Evolution.....Ham pics of world development
- D063 ...Fillet the fish.....The possible sequel to Puggs. A must
- D067 ...Fraxion Horror.....Chainsaw macabre cartoon. V. popular
- D069 ...Franklyn the Fly (1Mb).....Long cartoon on cute little Franklyn
- D075 ...Girls of Sport.....Pretty shots of talented girls
- D078 ...Goldfire ultimate fx.....Excellent produced. Watch those bobs!
- D222 ...Greenpeace.....Demo of Green group. Interesting
- D082 ...Holsten Pils.....Demo reproduction of ad.
- D083 ...Home & Away.....Down-under disk
- D092 ...Iraq Demo (1Mb) Topical cartoon. Bush meets Saddam! Bang!
- D099 ...Jesus loves Acid.....Mindblowing music and graphics
- D210 ...Kick Off 3.....Good Music
- D103 ...Legend of Billy the Kid (1Mb).....Long running animation. Good
- D114 ...Mike Tyson anim.....Well compiled
- D117 ...Magician v2.0.....Recently appraised animation. Recommended
- D218 ...Mr Potato Head.....Incapable dancer demo
- D126 ...Neighbours.....Slideshow from Ramsay Street
- D128 ...Punk croc crew megademo.....Now see Jason get shot Ha!
- D129 ...Puggs in Space.Brill cartoon. Puggs finds it's a different world!
- D131 ...Pussy: Innership.....Demo, music, game. Recommended
- D132 ...Phenomena demo.....Top-quality demo
- D143 ...Ray-traced pics.....Some lovely pictures.Loads of W/B
- D146 ...Red Sector megademo (2 disks).....RSF's classic
- D225 ...Reincarnation of Sgt. Pepper (2 disks).....Beatles classic
- D148 ...The Run (1Mb).....T. Richter's car-chase animation. Good
- D205 ...SAE 53.....10 quality demos
- D154 ...Subway Clapping World.....Music & Graphics. Oldie favourite
- D162 ...Stealthy Manoeuvres (1Mb).....Excellent demo
- D166 ...Star Trek Animations.....Anims. of USS Enterprise
- D177 ...Star Trek Animations.....Agatron no. 17. More like above. Good
- D189 ...Viz Slideshow.....Fat slags & others in this slideshow
- D200 ...Silents Bluehouse (2 disks).....Game, demo & great music. Excellent
- D201 ...Sickness simulator.....Amusing sounds such as farts, belches etc.
- D226 ...Virtual World.....Good
- D204 ...Horizon Sleeping Bag.....Excellent
- D250 ...Jimmy Hendrix.....Music and slideshow
- D234 ...Taxi Driver (1Mb).....Good animation

MUSIC

- M001 ...808 State remixes.....Four good tracks
- M006 ...Batdance remix.....Really good disk. Catchy stuff
- M013 ...Crusader's Bacteria.....Excellent production from the music maestros
- M016 ...Depeche Mode.....8 tracks of reasonable quality
- M023 ...Digital Concert 2.....Flash prod'ns. First of five compositions
- M028 ...DJ Disco Leif's Hits.....Really good presentation and beat
- M032 ...Godbrain loves the world.....Great acid-house musak
- M038 ...Hugo's Excentria.....This has to be one of the best house disks
- M039 ...I Love Technology.....Recent production from Beatmaster. Good
- M085 ...James Bond Remix.....Catchy stuff
- M081 ...Miami Vice.....Theme remix
- M052 ...Original Rips 3.....Compilation of the best PD music
- M053 ...Pendle Europa Xmas song.....Mistletoe music again
- M080 ...Pet Shop Boys.....The Manic Mix
- M057 ...Powerpack 3 (1Mb).....Includes Vanilla Ice track
- M059 ...Powerpack 5 (1Mb).....4 classy house tracks
- M062 ...Random Access.....Art of Noise and more. Startling acid track
- M068 ...Sound of Silents.....7 songs from Silents
- M078 ...Zee's Hip Hop disk.....Slightly aged now, but good music
- M005 ...Amazing Tunes (3 disks).....Some of the best music around
- M087 ...Iron Maiden.....The Ides of March
- M061 ...Rock Around The Christmas Tree.....Mel & Kim

GAMES

- G001 ...Autobahn 3000.....Control ball through tunnel. Hard
- G004 ...Airwar.....Fighter simulation. Good shareware game
- G005 ...All New Star Trek (2 disks).....USS Enterprise classic. Best one
- G008 ...Ballooney.....Destroy city from balloon
- G010 ...Breakout.....Classic bat & ball game
- G011 ...Blizzard.....Horizontal shoot-'em up. High quality
- G013 ...Bullrun.....War-game, based on US Civil War. Control Army
- G014 ...Adventure Solutions (2 disks).....Loads of hints of commercial games. Good
- G114 ...Buck Rogers.....Shoot-'em up
- G099 ...Cabaret Asteroids.....At last a brilliantly playable version
- G015 ...Crossfire (1Mb).....Excellent game written in AMOS
- G118 ...Downhill Challenge.....Ski simulator
- G019 ...Dungeon Delver (2 disks).....Difficult adventure quest
- G021 ...Demolition Mission (1Mb).....Similar to Ballooney, good fun
- G022 ...Escape from Jovi.....Guide ship to safety. Simplistic graphics
- G029 ...Flaschbire.....Old favourite. Get to alarm clock
- G031 ...Gravattack.....Control spaceship, picking up keys
- G038 ...Jeopard (1Mb).....Risk-type strategic game
- G040 ...Holy Grail (1Mb).....Text adventure
- G110 ...Ladybug.....Pacman type game
- G043 ...Learn and Play 1.....Good for the kids. Blackboard maths, etc.
- G050 ...Master of the Town.....Use mouse to smash windows. Very addictive
- G049 ...Megaball (1Mb) Excellent game. Improved version of Breakout
- G055 ...Mechforce.....Strategy game
- G056 ...Monopoly.....Board game on disk
- G124 ...Napoleonic warfare.....Good simulation
- G059 ...Nethack (Fish 460).....Good adventure game, recently appraised
- G061 ...Pick up a puzzle (1Mb/2 disks).....Fit the pieces. Good for the kids
- G062 ...3D Pool.....Control cue with mouse, and it's all pot luck!
- G063 ...Pacman.....The classic game still here
- G060 ...Pipeline.....Build an oil pipeline
- G065 ...Pixie Kingdom (2 disks).....Tricky adventure game. Good
- G128 ...Raid.....Good shoot-'em up
- G072 ...Star Trek: Next generation.....Not as good as G005
- G107 ...Serene 2.....Shoot-'em up sequel
- G077 ...Seven Tiles.....Excellent speedball game from Alpha
- G102 ...Simulations.....Metro, Amigoids, Imperium and more
- G115 ...Survivor.....Role play an alien
- G100 ...Towers of Hanoi.....Text adventure
- G079 ...Treasure Hunt.....Find the hidden treasure. Good graphics
- G081 ...Trek Trivia.....Test your Star Trek knowledge
- G083 ...Wooden Ball (1Mb).....Score three goals to win
- G084 ...Wet Beaver Tennis.....Simple, but good fun bat & ball game
- G086 ...Wraithed One.....Good general knowledge quiz
- G088 ...Pair Crazy.....Match the pics
- G094 ...Zeus.....Simple puzzle game
- G096 ...Assassins games comp.Very good. Includes Tanx and Amigoids
- G098 ...Battleforce.....Control battle of robots
- G097 ...Tompespelet.....Speedball game
- G125 ...Attic Attac.....Kill ghosts
- G132 ...Darkstaff.....Text adventure
- G133 ...Escape.....Good platform game
- G104 ...Hints.....Packed with tips & sheets
- G127 ...Games Galore 8.....7 games inc Spacewar
- G045 ...Larn.....Popular adventure
- G058 ...Mastermind.....Also inc Name Game
- G135 ...No Mans Land (1Mb).....2 player shoot out
- G126 ...Pom Pom.....Defend Pearl Harbour
- G070 ...Rings Of Zon (1 Meg).....Excellent adventure
- G134 ...Star Trek (3 disks) (1 Meg).....The original version
- G131 ...Tom Cat.....Shoot 'em Up
- G085 ...Wordsearch.....Puzzle game

LICENCEWARE

- L001 Transcript An excellent user friendly wordprocessor, suitable for novices to boffins. A percentage of money goes to the author. Recently received 5 out of 5 in a magazine review. Price £2.00 plus P&P

MUSIC MAKERS

Over 100 samples,
Jamcracker, Med v3.11
and
Star Trekker.
5 disk set
only £4.50

POSTAGE

UK orders60p
Europe£1.25
World£2.50

PRICES

PD£1.00 per disk
Orders over £10.00 may
order 1 free PD disk!

Send cheque/postal order made payable to:

SOFTWARE EXPRESSIONS,
Studio 4, Hebron House, Sion Road,
Bedminster Bristol, BS3 3BD

Local orders welcome. Just phone in your order and pick up later!

Tel: (0272) 637634

Fax: (0272) 631770

EXPRESSIONS No. 2

Not just a catalogue
disk but letters,
competitions, virus
killer, game, over
1000 disks
catalogued.

OUT NOW
FOR ONLY

£1.00

10 MARKET PLACE
ST. ALBANS
HERTS AL3 5DG
TEL (0727) 56005/41396

Hobbyte

THE GALLERY
ARNDAL CENTRE
LUTON, BEDS LU1 2PG
TEL (0582) 457195/411281

ST. ALBANS
NOW OPEN SUNDAYS
10.00AM-4.30PM

COMPUTING
ESTABLISHED 8 YEARS

ST. ALBANS
NOW OPEN SUNDAYS
10.00AM-4.30PM

AMIGA STARTER PACK

Full Amiga 500 pack, WITHOUT Cartoon Classics/Screen Gems software: BUT WITH: Joystick and Deluxe Paint II PLUS: 35 Programme Hobbyte PD Greats pack, including Virus Killers, the Best Star Trek and other top ten games, Arcade Classics, Board Classics, Best of the Utilities, Home pack including Word Processor, Spreadsheet, Database,

512K AMIGA £299
1 MB AMIGA £325
DP III instead of DP II (1MB only) ADD £29

1MB AMIGA

AMIGA GAMES PACKS

CARTOON CLASSICS OR SCREEN GEMS
Full Amiga 500 pack, PLUS: Lemmings, The Simpsons - Bart v The Space Mutants, Captain Planet and the Planetears, Deluxe Paint III (Deluxe Paint II with 512K Cartoon Classics) + Joystick & Mouse Mat

OR Screen Gems software: Shadow of the Beast II, Back to the Future II, Days of Thunder, Nightbreed, Deluxe Paint II + Joystick & Mouse Mat
512K AMIGA £325
1MB AMIGA £345
DP III instead of DP II (1MB only) ADD £29
Screen Gems S/W Pack only £35
Cartoon Classics S/W Pack only £45

1MB AMIGA

AMIGA THE LOT!!

EVERYTHING YOU COULD EVER NEED!!
CARTOON CLASSICS OR SCREEN GEMS GAMES PACK
AS LEFT, PLUS: 10 GREAT INDIVIDUALLY PACKAGED GAMES - previous RRs £19.99-£39.99 each, phone to choose from current list of 15, or leave it to us! Children's games available.

35 PROGRAMME HOBBYTE PD GREATS PACK, including Virus Killers, the BEST Star Trek Computer Conflict, Breakout and construction Kit, Blizzard and other games, Arcade Classics, Board Classics, Shoot-em-Up Classics, Best of the Utilities, Home pack including Word Processor/Spell Check, Spreadsheet, Database
Dust Cover, 10 Blank Discs, Disc Box, Mouse Mat, Microswitch Turbo Joystick
512K Amiga £365
1MB Amiga £389

1MB AMIGA

ABSOLUTE BEGINNERS PACK

FULL AMIGA 500 PACK, PLUS:
POSTMAN PAT, SNAP, SNAKES AND LADDERS, LUDO
PLUS A CHOICE OF 2 OF:-
FUN SCHOOL 2 (specify under 6 years, 6 to 8 years, or 8+ years)
FUN SCHOOL 3 (specify under 5 years, 5 to 7 years, or 7+ years)
FUN SCHOOL 4 (specify under 5 years, 5 to 7 years, or 7+ years)

4-9 YRS

12 stunning UK educational games with beautiful pictures, exciting animation and music that help to develop number, word and other skills. Up to 6 skill levels. Conform to National Curriculum requirements.

HOBBYTE EDUCATIONAL PACK, featuring up to 12 'Learn while you play' games (varies according to age group)
HOBBYTE 30 EASY CHILDREN'S GAMES, 10 disc pack inc; Train Set Game, Flashier.
JOYSTICK + DELUXE PAINT II
512K AMIGA £355
1MB AMIGA £375
ABSOLUTE BEGINNERS S/W PACK £55

HOBBYTE EXCLUSIVE

AMIGA FIRST STEPS

EXPANDED EDUCATIONAL/APPLICATIONS PACK
FULL AMIGA 500 PACK, PLUS: A501 512K RAM expansion Lets Spell at Home, Music Mouse, Prowrite WP, Infofile spreadsheet, Deluxe Paint II, Deluxe Print, Music Mouse, LOGO, Talking Turtle, BBC Emulator, 5 BBC programmes, 10 discs, DOs and DON'Ts poster, Resource File, In Pack Video, NAPE Booklet.

HOBBYTE EDUCATIONAL PACK, featuring up to 12 'Learn while you play' games (varies according to age group)
HOBBYTE 30 EASY CHILDREN'S GAMES, 10 disc pack inc; Train Set Game, Flashier.
JOYSTICK £449
DP III instead of DP II ADD £29
FIRST STEPS SOFTWARE UPGRADE PACK £149

* CHRISTMAS BUNDLES FOR EXISTING * AMIGA USERS

- Junior Classic Games Pack** - Kenny Dalglish Soccer - Invaders - Rockstorm, Megapede, Draxions - Days of Thunder (car racing) - Hobbyte 30 Easy Children's Games £19.99 inc. p+p
- Senior Classic Games Pack** - Their Finest Hour (flight sim) - Battlechess (animated chess) - Shadow of the Beast II (graphic adventure) - Nightbreed (strategy/arcade challenge) - 35 Programme PD Greats Pack (inc. Virus Killer, Word Processor/Spell Check, Spreadsheet, Database, Star Trek and other games) £39.99 inc. p+p
- Artists Pack** - Deluxe Paint III with animation - 2nd Cumana Drive & 10 blank discs - Amiga Format's 'Get the best out of your Amiga' £69.99 inc. p+p
As above with Star LC200 Colour Printer £279.99
- Home Business Pack** - 2nd Cumana Drive & 10 blank discs - Platinum Works (integrated WP, spreadsheet, database) - Amiga Format's 'Get the best out of your Amiga' £79.99 inc. p+p
As above with Star LC 20 NILQ Printer £219.99

"HOBBYTE EXCLUSIVE"

Hobbyte 52 MB, A590 Hard Drive for Amiga 500 - Reviewed "BEST BUY" by Amiga Computing Dec 1991 £399 inc. p+p extra 2 MB RAM £70

A500 PROFESSIONAL FAMILY PACK

NEW

FULL AMIGA 500 PACK
PLUS: Cartoon Classics, Lemmings, The Simpsons, Captain Planet, Deluxe Paint III
PLUS: The Works Platinum, WP, Spreadsheet, Database
PLUS: Their Finest Hour Flight Simulator AND Battlechess
OR ANY Fun School
PLUS: 10 Blank Discs, Disc Box, Mouse Mat, Dust Cover, Joystick + 15 disc Hobbyte PD Greats Pack (see 'The Lot')
1MB Amiga Pack £429
1MB Amiga Pack PLUS Monitor £639
As above PLUS Commodore MPS 1550
Colour Printer + Leads £799

A3000 WITH 1950 MONITOR OFFER

PRICES EX VAT
A3000 25/40 25 MHz, 40 MB HD, 2MB RAM, 1 x 3.5" 880K floppy, keyboard £1989
A3000 25/100 25 MHz, 100 MB HD, 2MB RAM, 1 x 3.5" 880K floppy, keyboard £2199
4MB static RAM for A3000 SPECIAL OFFER POA

PHONE FOR DETAILS OF 1950 OFFER
A3000 Trade in price. Please phone.
Please see under 'Extras' for additional expansion

CBM CDTV

A revolutionary new concept in home entertainment and education. Amiga based with a professional CD system and infra-red remote control unit, it is similar in appearance to a VCR and simply connects to your television (and your hi-fi system if you wish) for incredible interactive multimedia sound and graphics effects. The CBM CDTV plays:

STOP PRESS CDTV NOW - £449

NO DEPOSIT CREDIT FACILITIES (UK mainland)

Credit terms at 34.8% APR (variable) can be arranged for purchases over £150, subject to status. Competitive leasing schemes are also available for businesses, including sole traders and partnerships. Just tel for written details and application form.

CBM 1084SDI OR PHILIPS 8833 COLOUR MONITOR, LEADS £219 (WITH ANY PACK)
CITIZEN SWIFT 24 COLOUR, PRINTER, LEADS £269 (WITH ANY PACK)

AMIGA 1500/2000

Full UK spec, latest version with 1MB RAM, mouse, expansion as B2000, manuals and operating discs, available as:

A1500/2000 PLUS: 35 PROGRAMME HOBBYTE PD GREATS PACK including Virus Killers, the BEST Star Trek Computer Conflict, Breakout and construction Kit Blizzard and other games, Arcade Classics, Board Classics, Shoot-em-Up Classics, Best of Utilities, Home Pack including Word Processor/Spell Check, Spreadsheet, Database.
Without monitor With 8833/CBM monitor
DUAL DRIVE 569 769
DD + GVP 52 MB QUANTUM HD 859 1059
DD + GVP 52 MB QU HD + 2MB 929 1129
DD + GVP 100 MB QU HD 1049 1249

A1500/2000 PLUS: A1500 SOFTWARE PACK including The Works, Platinum database, WP, Spreadsheet, Deluxe Paint III, PLUS EITHER: Sim City, Populous, Their Finest Hour, Battlechess, A-Z of Computer Jargon, "Get the most out of your Amiga", OR: Puznik, Toki, Digita Home Accounts, Amiga Book

PLUS: 35 PROGRAMME HOBBYTE PD GREATS PACK
Without monitor With 8833/CBM monitor
DUAL DRIVE 619 819
DD + GVP 52 MB QUANTUM HD 929 1129
DD + GVP 52 MB QU HD + 2MB 999 1199
DD + GVP 100 MB QU HD 1099 1299

A500 TO 1500/2000 TRADE IN

Dual Drive, with Hobbyte 35 Programme PD Greats Pack, but without A1500 s/w pack or monitor £449
As above with A1500 s/w pack £489
As above with A1500 s/w pack plus col. stereo monitor £689
Dual Drive plus 52MB Quantum Hard Drive and GVP Controller, with Hobbyte 35 Programme PD Greats Pack, but without A1500 software pack or monitor £729
As above with A1500 S/W pack £799
As above with 1500 S/W pack plus col. stereo monitor £999
As above with 1500 S/W + 1950 + Flicker Fixer £1369
EXTRA RAM (fitted if required)
+2MB - £70 +4MB - £135 +6MB - £200

EXTRAS inc VAT

Star LC200 colour printer with leads £189
Star LC24-200 colour printer with leads £275
Citizen Swift 9 pin colour printer with leads £189
Citizen Swift 24 pin colour printer with leads £289
Commodore or Philips stereo colour monitor, + leads £229
Second external 3.5" drive with daisychain through port and disable switch £47
PC 880 anti-clickext. drive £55
A501 The Official CBM 512K RAM exp. £39
512K RAM Expansion + Clock £29
1.5 MB RAM Board (needs KS 1.3) £75
GVP A500 52 MB HD+2MB £459
AT once AT Emulator for A500 £199
A590 20MB Hard drive £264
A590 20MB Hard drive + extra 2MB £319
A590 52MB Hard drive £399
10 blank discs 100% guaranteed with PIN no in box £6.99
50 blank discs 100% guaranteed with PIN no £16.99
Supra A500 RX BMB RAM expansion, populated to 2MB £199
G2 Genlock for 2000/1500 £570
A2300 internal genlock for 2000/1500 £99
A2088 XT Bridge Board, 640K, MS DOS 3.3 + 5.25" drive, for 2000/1500 £139
2286 AT Bridge Board £399
A2058 BMB RAM exp board, populated to 2MB, for 2000/1500 £199
8UP BMB RAM exp board, pop to BMB for 2000/1500 £399
A2630 68030 card, populated to 2MB for 2000/1500 £999
Microway Flicker Fixer for 2000/1500 £125
GVP/20MB Quantum HD (for A2000/1500 takes up to 8MB RAM) £249
GVP/52MB Quantum HD (for A2000/1500 takes up to 8MB RAM) £299
GVP/100MB Quantum HD (for A2000/1500 takes up to 8MB RAM) £499
CBM 1950 Monitor + Microway Flicker Fixer £499

ORDERING : TELESALES NO: (0727) 56005

Next day delivery for credit card orders placed before 4.00pm subject to availability. Alternatively send cheque, postal order, bankers draft or official order (PLCs, Education and Government bodies only) to; Dept. AF, Hobbyte Computer Centre, 10 Market Place, St. Albans, Herts AL3 5DG. Please allow 7 working days for cheque clearance. Subject to availability, despatch is normally within 24 hours of receipt of cleared payment. Prices are correct at time of going to press, however, we are sometimes forced to change them, either up or down. Please check before ordering.

DELIVERY CHARGES: UK Mainland (not Highlands) Small consumables & software items Despatched by post, please check charges when ordering Other items, except lasers Next day courier service, £10 per box Laser printers Next day courier service, £17.50 Offshore and Highlands Normal rate plus £20 + VAT per box
In addition we offer the following express services:
Saturday deliveries Normal rate plus £10 + VAT per box
7am to 9am next day Normal rate plus £10 + VAT per box
Am next day Normal rate plus £5 + VAT per box

TELE-ORDER (0727) 56005

AMIGA PACKS

ALL AMIGA PRICES INCLUDE VAT AND UK DELIVERY. ALL PRODUCTS ARE UK STOCK AND CARRY A FULL 12 MONTH COMMODORE WARRANTY. PLEASE RING US BEFORE ORDERING TO CHECK STOCKS AND CURRENT PRICES.

The NEW Commodore AMIGA A500 PLUS is now in stock.

- Some of the features of the NEW enhanced Amiga A500 Plus include :*
- * 1MB of RAM built in on the motherboard * Workbench and Kickstart V2 *
 - * "Trap door" expansion of 512K takes total RAM to 1.5MB *

AMIGA A500+ 1MB BASE A500 computer supplied with 1MB ram built in, Kickstart V2, expansion to 15MB ram possible via "trap door" using 512K ram expansion, mouse, tv modulator, manuals, Workbench V2 software, etc supplied 'bare' with no games software.

£325.00

AMIGA A500+ 1MB ASTRA Amiga A500 computer, supplied with 1MB ram built in, Kickstart V2, expansion to 15MB ram possible via "trap door" using 512K ram expansion, mouse, tv modulator, manuals, Workbench V2 etc disks, plus the ASTRA 10 games pack including the following games : Datastorm, Dungeon Quest, E Motion, Grand Monster Slam, Kid Gloves, Powerplay, RVF Honda, Shuffle Puck Cafe, Soccer and Tower of Babel

£350.00

AMIGA A500+ 1MB CARTOON CLASSICS Amiga A500 computer, supplied with 1MB ram built in, Kickstart V2, expansion to 15MB ram possible via "trap door" using 512K Ram expansion, mouse, tv modulator, manuals, Workbench V2 etc disks, plus the following top selling software titles : Lemmings, The Simpsons, Captain Planet and Deluxe Paint 3

£359.00

AMIGA A1500 BASE A1500 computer with 1MB ram, detachable keyboard, 2 x 3.5" 880k disk drives built in, mouse and all manuals. The Amiga A1500 accepts A2000 peripherals. The A1500 base pack is supplied with no software. Please note that the A1500 does NOT have a modulator.

£599.00

AMIGA A1500 PACK A consists of A1500 base pack and the following software : Platinum Works, Deluxe Paint Version 3, Populous, Simm City, Battle Chess, Their Finest Hour (Battle of Britain) and 2 books

£649.00

AMIGA A1500 PACK B consists of A1500 base pack and the following software : Platinum Works, Deluxe Paint Version 3, Home Accounts, Elf, Puzznic, Toki and Getting the Most Out Of Your Amiga book

£649.00

Protar Hard Drives

- * Perfect fitting to the A500
- * 5 times faster than the A590
- * 1MB, 2MB, 4MB or 8MB internal ram expansion facility
- * 1 year REPLACEMENT warranty
- * Auto parking & auto booting
- * Ultra low power consumption from A500's own PSU
- * Sub 24 millisecond access time
- * Hard disk management software

Protar 20Mb Hard Disk	£275.00
Protar 30Mb Hard Disk	£345.00
Protar 50Mb Hard Disk	£425.00
Protar 50Mb with Cache	£525.00
Protar 60Mb Hard Disk	£540.00
Protar 80Mb Hard Disk	£595.00

GVP Hard Drives

For the Amiga A500 range we are now stocking the following GVP Series II hard disk drives :

GVP 52mb Hard Disk (1tms)	£389.00
GVP 105mb Hard Disk (1tms)	£589.00

The above two hard drives can be expanded internally with upto 8MB RAM. The plug in ram modules can be either bought with the hard drive or added later :

2MB Ram Expansion	£89.00
4MB Ram Expansion	£159.00
8MB Ram Expansion	£CALL

PHONE TODAY FOR THE BEST PRICES ON THE GVP RANGE OF HARD DRIVES & RAM BOARDS FOR THE AMIGA A1500 & A2000.

PRINTERS

All of our printers come with a parallel cable to suit Atari STs, Amigas and standard PC etc. All printers carry a full 12 months warranty. We only sell genuine UK stock - we do not offer inferior "grey imports". Phone for prices on ribbons and accessories for the printers listed below.

ATTENTION ALL CITIZEN PRINTER BUYERS !

We are offering, to all buyers of Citizen printers 3 different special offers :

1. CITIZEN PRINTER STARTER PACK. The pack comprises of : 3.5" disk full of printer drivers for the ST, Amiga & PC; 200 sheets of fanfold tractor feed paper; 200 fanfold tractor feed address labels; 5 tractor feed envelopes all for only £12.99.

2. CITIZEN COLOUR PRINTING KIT. This kit enables you to upgrade either the Swift 9, Swift 24E or 224 to a full colour printer. The kit comes with a colour ribbon. Normally retailing at around £40.00, we are offering, while stocks last, the chance to buy this colour kit for only £19.99.

3. CITIZEN SHEET FEEDER. This semi-automatic sheet feeder will fit the Citizen 120D, Swift 9 or Swift 24E. Put an end to having to feed each single sheet in by hand, simply put a ream of single sheets in this feeder, pull a lever and away you go! Special offer price of only £ 14.99.

Citizen 120D + (9-pin, 144 cps draft, 30 cps NLQ)	£139.00
Citizen Swift 9 (9-pin, 192 cps draft, 48 cps NLQ)	£199.00
Citizen 124D (24-pin, 144 cps draft, 48 cps LQ)	£199.00
Citizen Swift 224 (24-pin, 192 cps draft, 64 cps LQ) NEW	£229.00
Citizen Swift 24E (24-pin, 216 cps draft, 72 cps LQ) NEW	£299.00
Citizen Swift 24X (24-pin, 15" carriage)	£399.00

Star LC20 Mono (9-pin, 180 cps draft, 44 cps NLQ)	£159.00
Star LC200 Colour (9-pin, 180 cps draft, 45 cps NLQ)	£220.00
Star LC24-200 Mono (24-pin, 200 cps draft, 67 cps LQ)	£280.00
Star LC24-200 Colour (24-pin, 200 cps draft, 67 cps LQ)	£295.00

Canon BJ10E Bubble Jet (ink jet, portable and compact)	£289.00
Hewlett Packard DeskJet 500 (ink jet, 3 pages per minute)	£399.00
Hewlett Packard PaintJet (colour inkjet, 180 DPI printing)	£785.00

Cartoon Classics software pack

We have limited stocks of the software pack which comes with the A500 Cartoon Classics. We are offering this excellent pack at the very low price of only **£49.99**. This is what you get :

- * Deluxe Paint 3 *
- * The Simpsons *
- * Captain Planet *
- * Lemmings *

Colour Monitors

PROTAR VISTO C14M

- * Colour 14 inch monitor
- * Stereo speakers
- * 800 x 285 pixel resolution
- * Improved version of 8833 Mk2
- * Green screen switch
- * Free with STE, STFM or Amiga lead
- * 12 months REPLACEMENT warranty

only £ 239.99

Accessories

512K ram expansion + clock	£29.99
External disk drive	£65.00
Squick replacement mouse	£14.99
Amiga A500 dust cover	£6.99
Mouse Mat	£3.50
Cruiser Joystick	£8.99
Zipstick Joystick	£9.99

IF YOU WISH TO ORDER WITH US, THEN PLEASE SEND YOUR CHEQUES, BANKERS DRAFTS, POSTAL ORDERS, CASH ETC TO OUR MAIL ORDER ADDRESS (PLEASE MAKE CHEQUES PAYABLE TO BEST PRICES) OR RING OUR MAIL ORDER HOTLINE ANY TIME BETWEEN 10.00AM AND 12 MIDNIGHT, 7 DAYS A WEEK. (OUR LINES ARE PERSONALLY MANNED - THIS IS NOT AN ANSWERPHONE) AND USE YOUR ACCESS OR VISA CARDS. OR ALTERNATIVELY PAY A VISIT TO OUR SHOP, CHIPS COMPUTER CENTRE.

VISIT OUR SHOWROOM

CHIPS COMPUTER CENTRE, 53 RUGBY ROAD, WORTHING, WEST SUSSEX, BN11 5NB.

TEL : (0903) 700804.

OPENING : MON TO FRI 10AM TO 6PM. SAT 9.30AM TO 5.30PM
FINANCE / CREDIT FACILITIES (SHOP ONLY).
PART EXCHANGE CONSIDERED (SHOP ONLY).
NEW AND USED ST, AMIGA & PC EQUIPMENT ON DISPLAY
ALL TYPES OF SOFTWARE (BUSINESS / LEISURE / EDUCATIONAL).
REPAIRS UNDERTAKEN. TRAINING. INSTALLATION. ON-SITE WARRANTIES.



MAIL ORDER ONLY

BEST PRICES (DEPT AF), 53 RUGBY ROAD, WORTHING, WEST SUSSEX, BN11 5NB.

TEL : (0903) 700714.

OPENING : 7 DAYS A WEEK 10AM TO 12 MIDNIGHT

ALL PRICES INCLUDE 17.5% VAT AND FREE DELIVERY.
PLEASE ADD £7.00 FOR NEXT WEEKDAY DELIVERY.
GOODS USUALLY SENT OUT THE SAME DAY WHEN CLEARED PAYMENT IS RECEIVED BEFORE 2PM.
PERSONAL CHEQUES REQUIRE 7 DAY CLEARANCE.

All prices include 17.5% VAT and free UK delivery unless stated otherwise. All prices / specifications / special offers subject to change without notice.

OUR TELESALES LINES ARE PERSONALLY MANNED AND OPEN FROM 10.00AM TILL 12 MIDNIGHT - 7 DAYS A WEEK

10. THE CHIPS ARE UP

Mr Potato Head first appeared on the Amiga courtesy of Chris Hill with a simple animation, but the sequel ranks alongside the great Mr Schwartz. If this is anything to go by, we'll be seeing more of this chap.

11. LIGHT CYCLE DEMO

Put together using *DPaint*, *Fantavision* and *Audiomaster*, the *Light Cycle* demo features animated images and sounds from the film *Tron*. The clip is based on the section where the light cycles break out of the game grid and are chased by tanks, and captures the feel of the movie extremely well.

12. STATION ANIM

This was the forerunner to the *Mars Flight* animation, and was one of the first epic space animations to appear. The clip features a swooping ship and revolving radar dishes, all based on a moody, futuristic asteroid colony. Still impressive after all this time.



13. POPEYE MEETS THE BEACH BOYS

This has to be one of the wildest demos ever! There are no graphics, but the sound has been sampled from a spoof record, featuring Popeye singing along with Beach Boys classics. Worth a listen for a laugh.

14. RODENT ANIM

Although simple in style, the feel of this piece is very effective. The story is an American Comic-style affair, telling the tale of a team of troopers hunting down aggressive mutant rodents that have been terrorising the city. Bright and colourful are the order of the day here!

15. AMY VS THE WALKER

Eric Schwartz does it again! This time it's Amy the Squirrel who's the star, as she chases an Imperial Walker around an Amiga with a spanner. Sound odd? Well it is, that's why! Short, but sweet.

16. OPTIMUM PRESSURE CRISIS

After deciding not to continue the *Classy Animations* series, Steve Packer came up with another cracker in the shape of *Optimum Pressure Crisis*. The animation is easy to spot as Steve's, but the scope is wider and the feel is much more sinister than his previous work. A little odd, but a winner never the less.



17. BUDBRAIN 2

This disk has been hanging around the top of the demo charts for quite some time now, proving that a sense of humour can be very successful. The demo features a whole bunch of short animations and music demos, each with an individual feel. If you haven't seen it yet, it might be worth catching up!

18. FILLET THE FISH

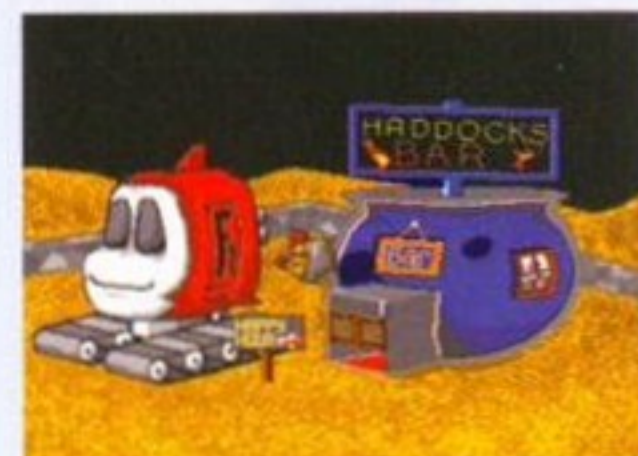
Jester Brothers International were set for PD fame after releasing this amusing little clip, but they never released anything else! The demo tells of a naughty fish that gets drunk far too often, rather than carrying out his mission properly. A lesson to be learnt here...

19. FENN-TASTIC

Now up to volume six, the *Fenn-Tastic* series consists of disks containing a number of digitised shots of Sherilyn Fenn, taken from her various film roles, *Twin Peaks* and her interview on *The Word*. Fans of Ms Fenn will be interested... and there are quite a few!

20. DISCOVERY AND HOLOCAUST

These two anims, like many others, are based in outer space. The first shows the Space Shuttle on a flight, while the second depicts the destruction of an asteroid colony. The clips are fairly short, but still manage to look impressive due to the care that has been taken to make the objects move convincingly.



NO MUTTLEY



You can alter the speed of the animation or pause it to contemplate each frame, since the demo uses Sparta's ShowANIM program (a popular animation viewer). If you want to see some creative digitising, then this is well worth watching.

PERFECT PICTURES VOLUME 1

PD SOFT, DISK 2029



The title of this demo is a bit presumptuous. True, the pictures are nicely digitised, with clear definition and very good colour balance, but the only people who may consider them 'perfect' are heavy metal fans. The subject matter for virtually every screen is Iron Maiden's Eddy. If you want a rest from the head-banging and want to look at some pictures instead (can't see it myself) then this is worth a shuftie.

PD TOP TEN DEMOS

PD SOFT

- 1) Ray of Hope Mega Demo 2
- 2) Gulf War Conflict
- 3) Guardian Dragon
- 4) Mangad
- 5) 1000 Wasted Dreams
- 6) Infinite Dreams
- 7) Agility Animation
- 8) New Vector Demo
- 9) Ice Mega Demo
- 10) Ghostley Spreads

CONTACT:

AMIGANUTS UNITED: 169 Dale Valley Road, Hollybrook, Southampton SO1 6QX

NBS: 132 Gunville Road, Isle of Wight, PO30 5lh.
0983 529594

PD SOFT: 1 Bryant Avenue, Southend-on-Sea, Essex SS1 2YD

17 BIT SOFTWARE: PO Box 97, Wakefield WF1 1XX.
0924 366982

DUE TO MASSIVE STOCKS

£100,000 of items must go!

We have the following computer products for DISPOSAL before Christmas

RAM EXPANSIONS	
1/2Mb Upgrade without clock.....	£26.95
1/2Mb Upgrade with clock.....	£28.95
1 1/2Mb Upgrade with clock.....	£89.95
1Mb Megaboard.....	£69.95
1 year guarantee	

SOUNDBLASTER	
ZX-F1 Twin stereo amplified speaker system for the Amiga/Atari STE/Archimedes or Sega Mega Drive. Built-in power supply. Easy fitting instructions included.	
ONLY £34.95 inc. VAT	

DISKETTE BOX OFFERS	
3.5" 40 cap box comes with 25 3.5" diskettes.....	£11.95
3.5" 100 cap box comes with 50 3.5" diskettes.....	£22.45

AMIGAS	
Screen Gems 1Mb.....	£349.95
Cartoon Classics 1Mb.....	£369.95
A1500.....	ONLY £575.00
A500.....	£250.00
<i>Ask about starter packs</i>	

3.5" DISK LABELS	
Roll of 1000 3.5" labels.....	£6.95 per roll
Roll of 1000 3.5" Tractor Feed labels.....	8.95
Roll of 1000 3.5" multicolour (4) labels.....	£7.95

MICE	
Amiga mouse, two button fully compatible as replacement.....	£14.95
Naksha mouse inc. 2 year warranty, mouse mat and mouse bracket.....	£25.95
Operation Stealth (worth £24.99) Free.....	
Geniscan GS4000 scanner.....	£129.95

DISK DRIVES	
3.5" ext. disk drive, throughport connector, on/off switch, 1 year guarantee, slimmest drive in the world.....	£59.95
CUMANA DISK DRIVE	
3.5" ext. disk drive, throughport connector, on/off switch, 1 year warranty.....	£57.50
<i>Telephone for hard drive prices</i>	

AMIGA PD	
Send 70p for latest list on a disk. The best yet.	

MONITORS	
Philips 8833 II.....	£239.95
Commodore 1084S monitor.....	£249.95

HARD DRIVES	
52Mb hard drive with 0.5Mb RAM.....	£449.00
52Mb hard drive with 2Mb RAM.....	£509.00
80Mb hard drive with 0.5Mb RAM.....	£549.00
80Mb hard drive with 2Mb RAM.....	£599.00
105Mb hard drive with 0.5Mb RAM.....	£599.00
105Mb hard drive with 2Mb RAM.....	£659.00

MISCELLANEOUS	
KCS PC Emulator.....	£215.00
Amiga Power Supply.....	£37.95
Amiga 3.5" Internal drive.....	£49.95

3.5" DSDD DISKS	
Large or small users - we have the prices for you!	
3.5" DSDD Konica made in Japan from 65p	
3.5" disks from 25p inc. VAT	
<i>All disks are PIN numbered and carry a 100% quality control/no quibble guarantee. Disk labels supplied</i>	

THIS MONTH'S SPECIAL OFFERS	
3.5" 80 cap boxes buy six get one FREE	
3.5" 100 cap boxes buy six get one FREE	
3.5" Slimpak 10" holder box buy 5 get a Fastrack disk holder FREE	

PRINTERS	
Star LC10.....	£149.00
Star LC20.....	£189.00
Star LC200 colour.....	£209.00
Star LC24/200 colour.....	£289.00
Citizen 120D.....	£139.95
Citizen Swift 9 colour.....	£204.95
Citizen Swift 24 colour.....	£272.95
LISTING PAPER	
11 x 9.5 single part plain micro perf.	
500 sheets.....	£4.95
2000 sheets.....	£16.95
1000 sheets.....	£8.95

BAGS	
Sega Megadrive bag.....	£19.99
Atari Lynx bag.....	£11.99
Game Boy bag.....	£9.99
Game Gear & PC Engine bag.....	£10.99

JOYSTICKS	
Quickshot Apache.....	£5.99
Quickshot III Turbo new microswitch.....	£8.95
Quickshot 128F Maverick.....	£12.99
Quickshot 128F Maverick new microswitch.....	£12.99
Quickshot II Turbo.....	£7.95
Quickshot III Turbo.....	£8.95
Competition Pro Colour.....	£9.95
Quickjoy Topstar.....	£23.95
Quickjoy Topstar.....	£19.99
Quickjoy Jetfighter.....	£13.99
Cheetah 125+.....	£8.85
Quickshot 127 infra red remote.....	£29.95
Quickshot Flightgrip.....	£7.99
Zipstick autofire.....	£10.99

CONSOLES	
Sega Megadrive.....	£129.95
Sega Game Gear.....	£99.99
Nintendo Game Boy.....	£69.99
Atari Lynx.....	£119.99

ACCESSORIES	
Philips CM833/1084 dust cover.....	£4.95
Printer stands (80 col).....	£5.50
Printer stand with tray (80 col. 132 col.).....	£6.95
4 Player adaptor.....	£4.95
Data switches (2-way serial or parallel).....	£12.95
Mouse/joystick extension.....	£3.95
A4 desk top holder.....	£7.90
Mousemats red, blue, grey deluxe.....	£2.00
2 metre joystick extension.....	£3.95
Mouse brackets.....	£1.95
Amiga printer leads.....	£4.95
3.5" cleaning kits.....	£1.95
Amiga dust covers.....	£2.95
Star LC10/2410/24 200 dust cover.....	£4.95
Grip Clip copy holder.....	£3.95
Copy holder metal arm.....	£9.95
14" monitor stand (tilt 'n' turn).....	£9.95
Ribbon Re-ink.....	£12.95
Monitor Cables (any type).....	£9.50

BOOKS	
TOP TEN AMIGA TITLES	
Amiga Format Bk. Dk. Package.....	£13.95 + V.A.T. = £14.52
Amiga Format Get Most From.....	£9.95
Screen Play Amiga Format.....	£9.95
Amiga For Beginners.....	£15.45
Amiga BASIC Inside & Out.....	£22.95
Amiga Machine Language.....	£18.45
Amiga DOS.....	£14.95
Best Amiga Tips & Tricks Bk. & Dk.	£27.45 + VAT = £27.93
Mastering Amiga DOS 2 vol. 1.....	£21.95
Mastering Amiga C.....	£19.95
<i>ANY OTHER TITLES NOT LISTED CAN BE ORDERED, PLEASE CALL.</i>	

STORAGE BOXES	
3.5" (10 capacity box) "Slimpak" (New see-through "Slimpak").....	£0.95 each
3.5" (10 capacity box) see-through "Vision 10".....	£1.00 each
3.5" (40 capacity box) lockable disk storage box.....	£3.50 each
3.5" (50 capacity box) lockable disk storage box.....	£3.95 each
3.5" (80 capacity box) lockable disk storage box.....	£4.30 each
3.5" (100 capacity box) lockable disk storage box.....	£4.95 each
3.5" (120 capacity box) lockable disk storage box.....	£5.50 each
3.5" "POSSO" stackable box (holds 150).....	£15.99
3.5" "BANX" lockable/stackable (holds 80).....	£8.95
3.5" (250 capacity) lockable/stackable box.....	£24.95
<i>All disk boxes are anti-static, Amiga beige, contain keys, dividers and rubber feet (with the exception of 10's)</i>	

PRINTER RIBBONS			
	Qty 1	Qty 5	Qty 10
Star LC24-10 Mono.....	£3.90	£3.70	£3.20
Amstrad DMP 2000/3000.....	£2.90	£2.50	£2.20
Amstrad DMP 4000.....	£3.90	£3.60	£3.20
Amstrad PCW 8256/8512.....	£3.50	£3.20	£3.00
Amstrad PCW 9512.....	£2.90	£2.60	£2.20
Brother HR15/20/25/35.....	£2.50	£2.30	£2.15
Brother M1002/1109.....	£3.90	£3.60	£3.20
Citizen 120D/LSP10.....	£2.90	£2.70	£2.40
Citizen Swift 8/24 mono.....	£3.90	£3.50	£3.20
Commodore MP3803.....	£2.90	£2.70	£2.20
Commodore MPS1500/1200.....	£5.50	£5.20	£4.90
Commodore MPS1230.....	£4.90	£4.50	£4.10
Epson LQ400/500/800.....	£3.90	£3.50	£3.20
Epson MX/FX80/85/800.....	£2.90	£2.70	£2.40
Epson FX100/105/1000.....	£3.60	£3.40	£3.10
Epson LX80/88.....	£2.90	£2.70	£2.30
Panasonic KXP1124.....	£3.90	£3.50	£3.20
Panasonic KXP 1080/81/82.....	£3.90	£3.70	£3.20
Star LC10.....	£2.90	£2.70	£2.40
Star LC10 4 colour.....	£5.90	£5.30	£5.00
Star LC24-200 mono.....	£3.90	£3.70	£3.20
<i>Please note that this is just a small selection of our large range Telephone (0827) 50000 for pricing on other ribbons not listed</i>			

EURO MEDIA DISTRIBUTION COMPANY LTD

Dept. AF 12, Amber Business Village, Amber Close, Tamworth, Staffs, B77 4RP.

Telephone: (0827) 50000

Fax for instant response on: (0827) 60976

or ring (0831) 471312 (mobile after 6pm)

To order make cheques/P.O.'s payable to E.M.D. Ltd and send to above address.

Corporate, education and trade accounts welcome.

All prices include 17.5% VAT

POSTAGE £3.95 - NEXT DAY CARRIER £8.95



**PROFESSIONAL T.V-VIDEO
GRAPHICS SYSTEMS ON-LINE**
Amigas/genlocks/software/training
Tel: 071 284 1366

GREENWICH COMPUTERS

Amiga REPAIRS

competitive rates-no fixed charge
Tel: 071 284 4030

44 Malden Rd, London NW5 (Camden Town)

MAKE YOUR AMIGA EARN!

Yes, making money with your AMIGA becomes incidental when you know how! Your AMIGA is, if only you knew it, a gold mine. The size and make is irrelevant. Make the initial effort NOW by starting your own HOME BASED BUSINESS.

This may be the most important move you will ever make!

REMEMBER: You'll never get rich by digging someone else's "ditch". Anyone in the country, including YOU, can become very rich in a relatively short period of time just by doing a few basic things! It's more rewarding than playing games.

The benefits are many and varied.

Full or part time.

For FREE DETAILS SEND S.A.E. to:



Home Based Business.

31 Pilton Place, King and Queen Street, AF30
Walworth, London, SE17 1DR.

- You do not have to join our club to buy software
- 1000's of extremely satisfied customers
- Exclusive titles from our very own programmers
- 14 Day Money Back Guarantee On Everything
- Access, Mastercard and Visa Accepted
- When buying educational tools for your child's computer consult the specialists and don't waste your money. Get our free catalogue to discover all the advantages of our club.



We
Have Over 70 Top Class
Educational Programs For
The Amiga, PC & Atari ST.
All Ages Covered
Contact Us Now For Your
Free Fully Descriptive
Catalogue.

☎ 0702 600557

E.S.C. Dept. AF, 32A Southchurch Road,
Southend-on-Sea, Essex SS1 2ND.

COLOUR SCANNING SERVICE

Pictures scanned in colour or grey scale and saved in IFF format for use with word processors, DTP, DPaint etc.

Quantity	1-4	5+
Cost per scan	£1.00p	£0.85p

P+P £1 on all orders. Prices include disk(s) necessary.

Send your pictures with clear instructions for your requirements, including the software you intend using with the scan and the graphics mode/number of colours required. E.g. Pagesetter 2, grey scale or DPaint 3, low resolution, 32 colours.

Please print your name and address on the backs of all pictures, which will be returned.

Cheques payable to: Uskvale Computer Services.
P.O. Box 14, Caldicot, Gwent, NP6 3YJ. Tel (0633) 880889

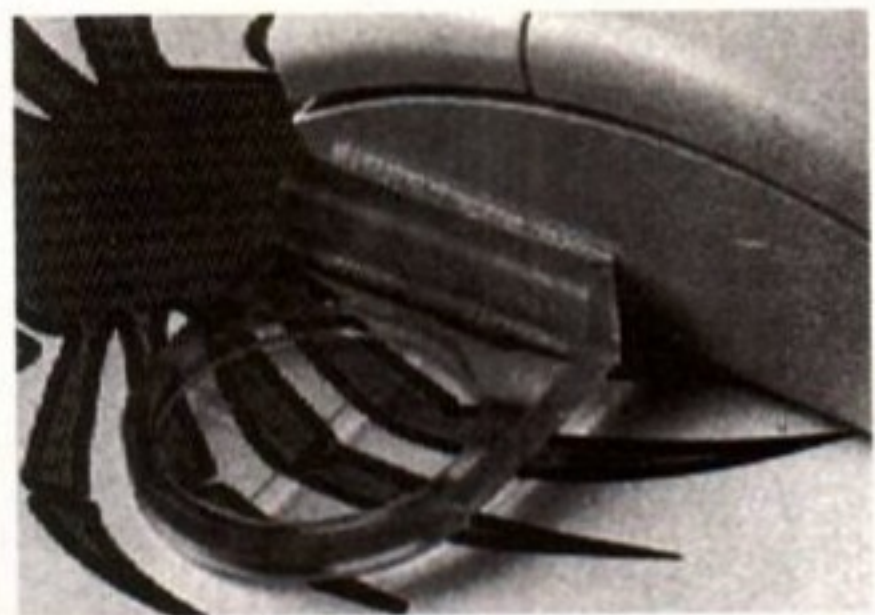
Simple!
Ingenious!

TRACEY

Turn your mouse into a
digitiser - for just £7.95!

Do you want to trace photographs and sketches into your DTP or graphics package? You need Tracey! This precision-moulded transparent puck attaches to your Amiga's mouse to give a quick visual guide of what you are tracing. Fixes to either side of the mouse for left or right handed use.

- ★ Removable when not in use
- ★ Ideal for Naksha, Commodore and all flat-sided mice
- ★ Only £7.95 including VAT and p&p



"This novel little device makes copying pictures easy" -
Amiga Format, Nov. '90

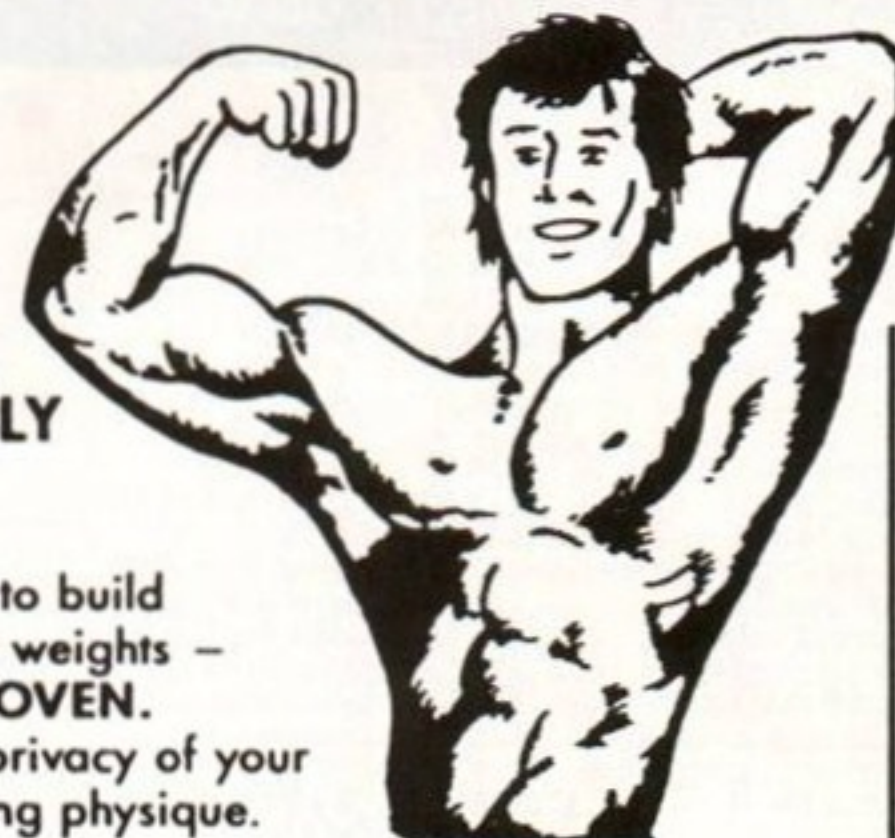
"If the rule that all the simplest ideas are the best is applied,
then Tracey gets the prize" - *Computer Shopper, Jan '91*

Cheque with order. Trade enquiries welcome.

SideWise Ltd (Dept AF30), PO Box 4,
Totnes, Devon TQ9 7EN

BUILD MUSCLES FAST

YOU CAN BUILD
A FANTASTIC POWER
PACKED BODY IN ONLY
12 WEEKS!



NEW! Fastest and best way to build muscles and strength without weights - EVER! SCIENTIFICALLY PROVEN.

Just 20 minutes daily in the privacy of your home will develop an amazing physique.

MUSCLE DYNAMICS is a new bodybuilding system based on principals developed after years of exhaustive research. It is a total exercise programme involving the very latest scientific breakthroughs in the field of muscular development. It is the fastest, most effective way to build muscles in existence.

NOTICEABLE RESULTS IN 28 DAYS GUARANTEED

Send for exciting FREE information pack today

MUSCLE DYNAMICS (AF), PO BOX 40, GATESHEAD, NE8 1PD

Yes! I want to build muscles fast. Please rush me my FREE information pack!

Name

Address

Postcode

(A stamp for reply appreciated)

WeServe

of Hampshire Best for service

Visit our showrooms. See before you buy. High quality products. Full technical support.

NEW Citizen 224

Enhanced 24pin printer, optional colour with easy to use control panel 2 year warranty. Price with cable & paper

£229 inc VAT

Optional Colour Kit £26.00 with printer
Amiga printer driver £5.00

NEW HP

Deskjet 500 *Colour*

300dpi colour inkjet printer. *Colour laser* quality at 1/10 of the cost. 3 year warranty. Price with cable & paper

£629 inc VAT

On Site support available phone for details

Swift 24E

Enhanced 24pin. Colour printer 2 year warranty. + cable & paper

£275 inc VAT

Brother HJ-100

360dpi Inkjet printer with cable & paper

£229 inc VAT

Price includes on-site maintenance

Competition Pro 5000 Sports Joystick

Various Colours. Micro switched. Fully guaranteed. Steel shaft

£11.50 inc VAT

Amiga 1500

with Full software pack

£629 inc VAT

CBM 1084SD

Colour monitor with cable

£249 inc VAT

Citizen Swift 9

with cable & paper

£175 inc VAT

Canon BJ-10ex

360dpi Inkjet printer with cable & paper

£229 inc VAT

Philips CM8833 MK2

Colour monitor with cable

£219 inc VAT

1M Cartoon Classics +

£359 inc VAT

Citizen 120D +

with cable & paper

£119 inc VAT

Star SJ-48

360dpi Inkjet printer with cable & paper

£229 inc VAT

1/2 Meg Ram + Clock

£24.95 inc VAT

Class of the 90's

£439 inc VAT

Printer Drivers

Citizen Swift Colour 9.95
Canon BJ-10e Colour 4.95

Panasonic KXP1123

Probably the best 24pin mono printer available. Price with cable & paper

£179 inc VAT

Panasonic/Epson

KXP1170 9pin 134
KXP1124i 24pin 227
KXP4420 Laser 761
Epson LX400 9pin 135
Epson LQ450 24pin 239
Epson LQ570 24pin 281
Epson 4100 Laser 839
Prices include VAT cable & paper

The above 3 printers are all Canon BJ-10e's

Printer Dust Covers

most types in stock

from **£4.70** inc VAT

Star

LC20 Mono 9pin 135
LC200 Colour 9pin 189
LC2410 Mono 24pin 182
LC24200 Mono 24pin 219
LC24200 Colour 24pin 275
Prices include VAT cable & paper

GVP Series 2 52M

for A500 **£379** inc VAT

A590 20Mb Hard Disk

£269 inc VAT

Accessories

Joystick/Mouse twin extension 4.70
3M Joystick/Mouse lead 3.75
A500 Printer cable 7.95
Modulator/Disk Extension 10.95
23way Plug or socket 2.95
A500 Dust Cover 4.70
A501 1/2M Memory + Clock 29.00
Mouse Mat (thick soft type) .. 4.95
Mouse House 2.95
1M internal 3.5" drive 57.50
A500 replacement PSU 39.00
1/2Meg Ram NO Clock 23.90
GVP Series2 52M (A1500) 289.00

10x 3.5" DS/DD 135tpi 7.50
50x 3.5" DS/DD 135tpi 32.30
100x3.5" DS/DD 135tpi 59.93
250x3.5" DS/DD 135tpi 141.00
1kx 3.5" DS/DD 135tpi 540.50

DISKETTES

SONY bulk

(lifetime warranty)

(100% certified error free)

10x 3.5" DS/DD 135tpi 5.95
50x 3.5" DS/DD 135tpi 19.80
100x3.5" DS/DD 135tpi 37.95
250x3.5" DS/DD 135tpi 88.42
1kx 3.5" DS/DD 135tpi 339.58
50 x 3.5" Disk box with lock 5.99
100 x 3.5" Disk box with lock 7.50

Naksha Mouse

for Atari ST & Amiga with house & mat

£21.50 inc VAT

Deskjet 500

H.P. 300dpi Inkjet printer Laser quality at dot matrix price

3 year warranty

£345 inc VAT

Squik Mouse

£13.90 inc VAT

Phone for our 56 page catalogue

EDUCATIONAL AND GOVERNMENT ORDERS WELCOME

All products have a 30 day money back & 12 month warranty

Prices are subject to variation without prior notification

Established 6 years. 3 minutes from M27 Junction 11.

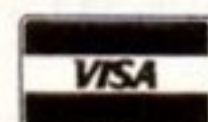
Free parking. Open 9 to 5.30 Mon. to Friday. 9 to 2 on Saturday

Postage 94p (80p + VAT) Securicor £6.46 (£5.50 + VAT)

WeServe



Larger items delivered by Securicor



Amiga/Format Dept.
40-42 West Street
Portchester Hants.
PO16 9UW
Tel: 0705 325354

You deserve the best!

Now you can get the best... with PEN PAL!

A superb package, with immense power, to fulfil all your word processing requirements and... it includes a Database! It's all so easy to use, you probably won't need to refer to the extensive 250 page manual too often.

Whilst working, you can open up to four documents simultaneously (memory permitting), search and replace; cut, copy and paste; check your spelling with a 100,000+ word dictionary. You can import your favourite IFF/HAM graphics, from programs such as DPaint II or Clip Art files in various sizes and colours. You can automatically flow text around graphics in any Workbench compatible font (there are over 200 available styles), in different sizes and colours to suit your design... even as you type. All this from a word processor and... Much, Much, More!

As you can see, this is not just any ordinary word processor! Full Page View with position, edit and creation of graphic objects. Mail Merge using the built in database and forms designer. Creation of templates for complex reports, into which the database can be merged.

Operating with 32 fields per record, and 32,000 records per database with a fast sort of 1000 records in less than 5 seconds this is a *real* database.

Pen Pal requires an Amiga 500/1500/2000 or 3000 with a minimum of 1 megabyte of available memory.

Pen Pal

When...you deserve the best!

£79.95



"...its handling of graphics is unsurpassed: Pen Pal is the only program I tested that will automatically wrap text around graphics..."
Amiga World...Jul. '90

"..without beating around the bush Pen Pal is very special.." - "There is little to fault Pen Pal and it deserves to do well."
Amiga Format...Dec. '90

"...I am extremely pleased with your product especially the Graphic Capabilities within the Word Processor. Having the Database on the same disk has made PEN PAL the best program I have..."
D.S.B., Plumstead, LONDON

"...Please let me tell you how amazed I am at how EASY IT IS TO USE PEN PAL. The manuals supplied are very informative and very clear..."
P.S.S., Clifton, NOTTINGHAM

"...A most excellent piece of software..."
E.P.H., Strathclyde, SCOTLAND

Gordon Harwood Computers
New Street
Alfreton
Derbyshire
DE5 7BP.

Dear Sirs,

Hello! I am writing this letter using "Pen Pal". Normally I do not correspond with computer companies, but this time I had to make an exception.

I have been looking for a program that I could use to create colourful letters, useful forms, and effective business graphics. I have purchased several Amiga word processors whose ads made great claims as to their capabilities. After using these programs, however, I found that the ads were only type! I soon began to feel that no program would do what I wanted to do.

Recently I saw your program "Pen Pal" on my dealer's shelf. According to the package I thought that I might finally be in luck. Although I purchased the program I was afraid that in reality it would not do everything the package said it would do.

As soon as I got home from the computer store I fired up the program on my computer. Without even reading the manual I was soon creating documents with colour and pictures. As you can see from this letter, I have become pretty good at your program's graphic capabilities.

One pleasant surprise I had was to discover that Pen Pal has a built in database manager. I find that I use this database almost as much as the word processor. I have entered my Christmas mailing list, video tape library, and cooking recipes in its databases. When I send Christmas cards this year I will use Pen Pal to print the mailing labels. I am designing my own Christmas cards in Pen Pal including some pictures I drew in a paint program. I plan to use Pen Pal's mail-merge feature to merge my mailing list names with the card to make each one personalized.

Thank you for making this program available.

Mr. Richard Goodwin

Man's (and Woman's) Best Friend

Pen Pal Order Line
0773 836781
Pen Pal is also available from good computer stores everywhere!

FINNWOOD MANUFACTURING COMPANY
Financial Report to Division Managers

	1987	1988	1989	1990
OPERATING EXPENSES				
Cost of sales	280,170	28,100	382,358	36,270
Selling, general, and admin.	364,429	97,100	675,968	149,826
Research and development	46,549	14,815	89,667	26,281
Income from operations	312,304	112,531	585,384	283,298
Equity in loss of S.M. operations(15,891)	7,347	5,327	(21,813)	16,817
Interest income	383,848	117,068	524,398	211,521
Provision for taxes	113,500	51,888	217,500	91,108
Net Income	198,348	68,866	356,878	128,431
Net Income per share	58.17	58.86	58.31	58.11

... and they are better than expected!

In the first quarter of 1990 each division took advantage of strong economic conditions in their respective territories to post sales figures well in excess of their goals.

Trade Distributors...

SDL

JH Precision Software

S CENTRESOFT

HBM HB MARKETING

Pen Pal is supplied into the UK through...
Gordon Harwood Computers New Street Alfreton Derbyshire DE5 7BP
Telephone: 0773 836781 Facsimile: 0773 831040

GORDON HARWOOD HARWOOD HARWOOD
Computers

EMMS

THE ONLY PLACE FOR

AMIGA

REPAIRS & SPARES

**ELECTRONIC MAINTENANCE SERVICES LTD.
UNIT 12 KING STREET IND. EST.
LANGTOFT PETERBOROUGH**

TEL 0778 560752 FAX 0778 560850

Announcing...

POOLSWINNER Gold

THE POOLS PREDICTION PROGRAM
WITH ARTIFICIAL INTELLIGENCE

- THE LEGENDARY POOLS PREDICTION AID, Poolswinner, now has artificial intelligence. The latest version of the program, Poolswinner Gold, has the power to learn from the results of its own predictions, constantly adjusting the prediction formula to improve performance.
- AUTOMATIC FIXTURE GENERATION: Fixtures for English and Scottish League matches are generated automatically by Poolswinner Gold, which now incorporates its sister program FIXGEN 91/92 (yearly updates are available from Selec).
- MASSIVE DATABASE: 22000 match database over 10 years.
- PREDICTS SCOREDRAWS, NO-SCORES, AWAYS and HOMES. Predictions are based on many factors... recent form, the massive database, league standing, goal scoring rates, and draw averages. The user can adjust all parameters.
- SUCCESSFUL: Selec guarantee that Poolswinner performs significantly better than chance.
- LEAGUE AND NON-LEAGUE matches are covered. Can be used for the non-league and amateur matches so often on the coupon now.
- FULL LEAGUE TABLES (home & away) are automatically generated by the program as results come in.
- UPDATED WEEKLY. Poolswinner Gold is supplied fully updated with all league results from the start of the season - its ready for immediate use.
- PACKAGE CONTAINS disc, detailed operating manual and support literature, all you need to start forecasts immediately.



£36.50

Also available from Selec...

COURSEWINNER V4 £36.50

THE PUNTER'S COMPUTER PROGRAM. Uses artificial intelligence. Uses past form, going, distance, speed ratings, prize money etc. Contains British course statistics - best jockeys, trainers, draw effect etc. Detailed analysis of all runners in a race, with profit. Sophisticated aid to successful betting, with a long pedigree.



POOLS PERM PLUS £32.50

Perm analyser and checker, complete with 5 years of coupon results and popular perms for analysis. Checks your weekly entry for winning lines, or tests your theories on results over the last 5 years. Reveals all the weeks a bet would have won, and the probable dividend.

FOOTBALL FOLLOWER £32.50

Statistical analysis for Football enthusiasts. Tables, fixture lists, sequences etc. Set up for British League football, but can be set up by the user for any league - amateur etc. Ideal for all fans, league secretaries etc.

All programs are supplied on disc, packaged with detailed instruction manual, and support literature. Formats available:
IBM (3.5" or 5.25")
AMIGA
ATARI ST
AMSTRAD PCW
Prices are inclusive of VAT & delivery

Send cheque / PO for return of post service to...

Selec Software (Est. 1984)

62 Altrincham Rd, Gatley, Cheadle, Cheshire SK8 4DP
(send for full list of our software)



Give your child a head start with...

fun school



“Fun School 4 zooms to the top of the class! Three brand new packages combining the essentials of the National Curriculum with beautiful graphics, cleverly animated rewards and stimulating sound keep your children engrossed while they learn.

Teddy for **under fives**, Freddy the Frog for **five to seven year olds** and Sammy the Spy for **seven to eleven year olds** provide **SIX** original stimulating programs in every pack. Plus, the carefully designed levels for each program encourage your children to have fun and learn at their own pace – and ensure they get the most from Fun School 4 and keep coming back for more.”

FORMAT	Amiga	ST	PC	C64		Spectrum		CPC	
				Tape	Disc	Tape	Disc	Tape	Disc
PRICE £	24.99	24.99	24.99	12.99	16.99	12.99	16.99	12.99	16.99

EUROPRESS
SOFTWARE

Europress Software Ltd, Europa House, Adlington Park, Macclesfield, Cheshire SK10 4NP
On sale at top retailers nationwide. Selected formats available at larger branches of Boots, WH Smith and Menzies. For credit card purchases call 051-357 2961

YOUR SYSTEM DESERVES DELTEK



Deltek purpose-built quality home office systems at keenly competitive prices. There are 7 separate Deltek ranges in a choice of attractive finishes.

DATA COMPUTER WORK STATION

ONLY **£79.99**

OTHER UNITS AVAILABLE IN THE
DATA RANGES in black ash style
or mahogany style.



Desk
ONLY
£89.99

Pedestal
Unit
ONLY
£59.99

3 Drawer
Filing Cabinet
ONLY
£79.99

Cupboard Unit
ONLY
£89.99

Typist
Return
ONLY
£49.99

**UP TO £2000
INSTANT CREDIT**
With Homeplan
Account Card.
Subject to status.
APR 32.9% variable.
Written quotations
available on
request. MFI are
licensed Credit
Brokers.

MFI

SHOPPING HOURS
MON 10-8
TUES-WED 10-6
THURS-FRI 10-8
SAT 9-6
Scottish stores
open Sunday 10-5.
(Northern Ireland
exceptions
Mon 10-6, Wed,
Thurs, Fri 10-9.

Prices are for self-assembly units and do not include ornaments, accessories etc.
Some items may not be available in smaller stores.

PHONE 081-200 0200 FOR YOUR NEAREST STORE

OPEN ALL HOURS (WELL, NEARLY!)

9am-10pm Mon-Sat 10am-6pm Sun No Answerphones!

3.5" Disks with labels

KAO Disks	
1-100	38p
100+	36p
500+	34p
1000+	32p

SONY Disks	
1-100	45p
100+	42p
500+	39p
1000+	37p

RAINBOW Disks	
1-100	44p
100+	41p
500+	38p
1000+	36p

LOOK! LOOK! LOOK!

! TRACTORFEED DISK LABELS !
500 Labels plus FREE
software to print your own
professional labels!!
★★★ ONLY £9.95 ★★★

DISK STORAGE BOXES

10 cap	95p
Red, Yellow, Green, Blue, Black, Grey - Your Choice	
50 cap	£4.00
100 cap	£4.50

Stackable Disk drawers	
Posso (150 cap)	£15.95
250 cap	£18.99

MISCELLANEOUS

512K Ram (No Clock)	£24.99
512K Ram (+ Clock)	£27.99
Zydek Ext Disk Drive	£54.95

★★★ **SPECIAL OFFER** ★★★
1.5 Meg A500 Ram Expansion
Only **£79.95!!!**

Mousehouse	£1.60
Mousemat	£2.49
Diskdrive Cleaner	£1.79
Comp. Pro Autofire	£12.95

DIRECT COMPUTER SUPPLIES
0782 642497 9am-5.30pm Week
0782 311471 Evening/Weekend
0630 653193 Evening/Weekend

54 Spring Road
Longton
Stoke-On-Trent
Staffs ST3 2PX

Prices Inc VAT P&P Please add £3.30
We accept cheques/P.O's/Visa/Access

WE MUST BE MAD

Due to massive bulk buying and low cost ADVERTISING
we can offer you THE BEST DISKS AVAILABLE
AT THE MOST COMPETITIVE PRICES.

3.5" DSDD DISKS FROM 31p INC VAT +
LABELS For Qty's of 100+

Qty's below 100 @ 33p each; 250 + @ 30p each; 500 + @ 29p each
ALL DISKS CERTIFIED 100% ERROR FREE

SONY 3.5" 38p 3.5" DSDD65p
5.25" DSDD21p
5.25" DSDD36p
DSDD BULK

100 Capacity Disk Box	4.25	50 Capacity Box	3.50
Mouse Pockets	1.75	Mouse Mat	2.25
Printer Stand	4.25	Amiga/Atari Dust Cover	2.95
Posso Box	15.96	3.5"/5.25" Cleaning Kit	1.95

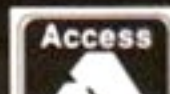
Amiga 512K RAM Expansion with clock 24.95 |

Amiga/Atari External Drive (ZYDEC) 54.95 |

**THIS MONTHS 200 3.5" DSDD DISKS
SPECIAL OFFER + 2 x 100 CAP BOXES 66.95**

Please add £3.35 p&p/next day £8.50. Cheques/POs to
PLC COMPUTER SUPPLIES (Dept AMF)
11 Meakin Avenue, Clayton,
Newcastle, Staffs ST5 4EY.

TELESALES HOTLINE
0782 212970





Miles Better Software
 219/221 Cannock Road,
 Chadsmoor, Cannock,
 Staffordshire, WS11 2DD
 Telephone: (0543) 466577/8/80
 Fax: (0543) 466579
 Access & Visa orders accepted.
 Add £1.00 per item for overseas orders.

Miles Better Software
 39 High Street,
 Brownhills, West Midlands.
 Telephone: 0543 373836
 Shop Hours 9.30am-5.30pm
 Monday to Saturday

ARCADE

Magic Pockets.....	16.95
Paperboy.....	7.99
Gauntlet III.....	16.95
Outrun Europa.....	16.95
Xenon II.....	7.99
Count Duckula.....	7.99
The Simpsons.....	16.95
R-Type II.....	16.95
Bubble Bobble.....	6.99
James Pond.....	7.99
Turrican.....	7.99
Turrican II.....	7.99
Commando.....	7.99
Scooby/Scrappy Doo.....	6.99
Final Fight.....	17.95
Chuckie Egg.....	7.99
Lemmings.....	16.95
Yogi's Great Escape.....	6.99
Alien Storm.....	16.95
Wacky Races.....	6.99
Afterburner.....	6.99
Arkanoid II.....	6.99
Rainbow Islands.....	14.95
Blood Money.....	6.99
Top Cat in Beverley Hills.....	6.99
Treasure Island Dizzy.....	4.99
Fantasy World Dizzy.....	4.99
Manic Miner.....	7.99
Silkworm.....	7.99
Edd The Duck.....	7.99
C.J.'s Elephant Antics.....	5.99
Wrestlemania (W.W.F.).....	17.95
The Blues Brothers.....	17.95
Leander.....	9.95
Lemmings 2 (Add-on Disk).....	12.95
Lemmings 2 (Stand Alone).....	17.95
Turtles - The Arcade Game.....	19.95
Pitfighter.....	6.95
Conan.....	16.95
Home Alone.....	17.95
First Samurai.....	16.95
Robocod.....	16.95
Paperboy 2.....	16.95

ADVENTURE/STRATEGY

Deuteros.....	19.95
Heroes of the Lance.....	6.99
Leisure Suit Larry Triple Pack.....	29.95
Armada.....	16.95
Megalomania.....	19.95
Powermonger.....	19.95
Utopia.....	19.95
King's Quest V.....	27.95

Cruise for a Corpse.....	18.95
Midwinter II.....	22.95
Heroquest.....	17.95
Railroad Tycoon.....	22.95
U.M.S. II.....	19.95
Ultima VI.....	22.95
Trivial Pursuit (Genus).....	16.95
Red Lightning.....	19.95
Hitchhikers Guide to the Galaxy.....	7.99
Leather Goddesses of Phobos.....	7.99
Secret of Monkey Island II.....	19.95
North and South.....	7.99
Eye of the Beholder.....	19.95
Elite.....	14.95
Bard's Tale II.....	9.95
Galdragon's Domain.....	6.99
Zork I, II, III each at.....	7.99
Heimdall ** (Dec. 5).....	22.95
Colossus Chess X.....	9.95
Dungeon Master.....	14.95
Captive.....	16.95
Breach 2 Enhanced.....	19.95
Deluxe Strip Poker.....	4.99
Hoyle: Book of Solitaire.....	14.95
Might And Magic III.....	22.95
The Godfather.....	19.95
Bridge V - Ultimate Bridge.....	17.95
Casino (Accolade).....	17.95
Moonstone.....	19.95
Floor 13.....	19.95
Shanghai II.....	19.95
Nightmare.....	17.95
Board Genius (Monopoly, Scrabble Deluxe, Cluedo, Risk).....	19.95

EDUCATIONAL

Fun School 3, U5, 5-7, 7+ **.....	18.95
Fun School 4, U5, 5-7, 7-11 ** each at.....	19.95
Firstbyte Software ages 3-8 **.....	18.95
First Letters and Words.....	17.95
First Shapes.....	17.95
Dinosaur Discovery Kit.....	17.95
Puzzle Storybook.....	17.95
Mix & Match (Pre School) **.....	17.95
Count And Add (4-7 yrs) **.....	17.95
Henrietta's Book Of Spells (7-14 yrs) **.....	17.95

SIMULATIONS

Silent Service II.....	22.95
Pro Flight (Hisoft).....	24.95
Flight Simulator II.....	22.95
Jet (Sublogic).....	16.95

Scenery Disks for Flight Sim II/Jet - Hawaiian Oddysey, Disk 9 (Chicago) Western European, each at.....	9.95
Mig-29M Super Fulcrum.....	24.95
Flight of the Intruder.....	22.95
Falcon Collection.....	22.95
F15 Strike Eagle II.....	22.95
F19 Stealth Fighter.....	19.95
M1 Tank Platoon.....	19.95
Team Yankee.....	19.95
Their Finest Hour.....	19.95
Their Finest Missions.....	13.95
Sherman M4.....	6.99
Knights Of The Sky.....	22.95
Microprose Formula 1 G.P.....	22.95

SPORT

Lotus Esprit Turbo II.....	17.95
PGA Tour Golf.....	16.95
Jimmy White's Snooker.....	19.95
Toyota G.T. Rally.....	16.95
Kick Off 2.....	11.95
Lombard RAC Rally.....	6.99
Jack Nicklaus Unlimited Golf.....	19.95
Steve Davis Snooker.....	7.99
Rugby - The World Cup.....	16.95
Football Manager 2.....	7.99
Football Director II.....	17.95
Indianapolis 500.....	17.95
Speedball 2.....	16.95
Winners - Steve Davis/Brian Clough's Football / Daily Double.....	9.95
Turf Form/System 8 Pools.....	7.99
Bill Elliotts Nascar Racing.....	17.95
Microprose Golf.....	22.95

ACCESSORIES/UTILITES

CX80 Trakball **.....	14.95
Zydec 3.5" External Disk Drive **.....	54.95
Zydec Twin Speakers **.....	32.95
Pro Glo Pink autofire joystick.....	7.99
Deluxe Paint IV **.....	52.95
Wordworth W.Processor **.....	84.95
Interword **.....	29.95
Star LC20 Printer **.....	149.00
Star LC24-10 **.....	205.00
Star LC200 **.....	219.00
Star LC24-200 **.....	247.00
Star LC24-200 Colour **.....	305.00
8833 II col. monitor **.....	259.00
The Miracle Piano Teaching System **.....	279.95
Zydec Trakball.....	24.95
Bodega Bay A500 Expansion Console **.....	279.95
Visionary - Aegis Gaming Language **.....	44.95
Home Accounts 2 **.....	39.95

** - Information readily available, ask for details. E&OE.

Orders welcome by post, fax, telephone or in person. Access and Visa both welcome. Please make cheques/postal orders payable to 'Miles Better Software' and, if possible, give your telephone number when ordering.

All prices include V.A.T. @ 17.5% and delivery is free in the U.K.

All goods are inspected prior to dispatch. Prices correct at time of going to press.

Please address any queries or enquiries f.a.o. Pete or Wayne.

POST HASTE

ALL PRICES INCLUDE VAT & DELIVERY TO YOUR DOOR

Select any 3 titles valued £7.99 or less and you pay only £20

SOFTWARE	EDUCATIONAL	SERIOUS	HARDWARE
<p>SOFTWARE</p> <p>Some of the following games titles are limited offers at the time of going to press. Order early to avoid disappointment. We stock all the latest and currently available titles which we offer at 30% OFF Recommended Retail Prices</p> <p>GAMES</p> <p>3D Pool 7.99 Advanced Fruit Machine Sim 5.99 Afterburner 6.99 Altered Beast 6.99 Anarchy 6.99 Austerlitz 7.99 Barbarian (Palace) 6.99 Batman the Movie 6.99 Beverly Hills Cop 7.99 Blitzkrieg (1 Mb) 12.99 Blood Money 6.99 Bloodwych 7.99 Brian Cloughs Football Fortunes 6.99 Bubble Bobble 6.99 Budokan 8.99 Cabal 6.99 Carrier Command 9.99 Carve-Up 7.99 Centrefold Squares 7.99 Chase HQ 6.99 Chase HQ II 7.99 Chuckie Egg 7.99 Chuckie Egg II 7.99 Classic 4 5.99 Colossus Chess X 7.99 Conflict in Europe 7.99 Conqueror 6.99 Daily Double Horse Racing 7.99 Defender of the Crown 7.99 Deluxe Strip Poker 7.99 Double Dragon 6.99 Dragon Breed 6.99 Dragon Ninja 6.99 Edd the Duck 7.99 Enchanter 7.99 Eswat 7.99 European Superleague Soccer 9.99 Exolon 4.99 FA-18 Interceptor 8.99 Falcon Missions Vol 1 7.99 Fantasy World Dizzy 5.99 Fast Food Dizzy 4.99 Fast Lane 4.99 Fernandez Must Die 4.99 Ferrari Formula One 7.99 Fire & Brimstone 7.99 Footballer of the Year II 6.99 Full Contact 7.99 Gauntlet II 6.99 Ghostbusters II 6.99 Hard Drivin' II 7.99 Head Over Heels 6.99 Heroes (compilation) 9.99 Hitchhikers Guide to the Galaxy 7.99 Hong Kong Phooey 6.99 Immortal 8.99 Impossamole 6.99 Impossible Mission II 6.99 Indy Jones/Last Crusade Action Infestation 6.99 International 3D Tennis 7.99 International Karate + Jockey Wilson Darts 4.99 Jet 8.99 Kick Off II 9.99 Kick Off II Europe 6.99 Klax 6.99 Last Ninja II 6.99</p>	<p>Leather Goddesses of Phobos 7.99 Line of Fire 7.99 Lombard RAC Rally 6.99 Magic Fly 8.99 Manic Miner 7.99 Menace 6.99 Mighty Bombjack 7.99 Moonwalker 6.99 New Zealand Story 6.99 Ninja Rabbit 5.99 Ninja Spirit 7.99 Nitro 6.99 North & South 6.99 Pacland 7.99 Pacmania 7.99 Planefall 7.99 Populous 8.99 Populous Promised Lands 4.99 Power Drift 6.99 Predator 6.99 Pro Boxing Simulator 7.99 Projectyle 6.99 R-Type 6.99 Rambo III 6.99 Rick Dangerous 6.99 Roadblasters 6.99 Robbery 4.99 Rocket Ranger 7.99 Ruff 'n' Ready 6.99 Scooby Doo & Scrappy Doo 6.99 Shadow of the Beast 6.99 Sherman M4 6.99 Shinobi 6.99 Shootem Up Construction Kit 12.99 Silkworm 6.99 Sinbad & Throne of Falcon 7.99 Skate of the Art 6.99 Ski or Die 6.99 Sky High Stuntman 6.99 Skull & Crossbones 7.99 Sporting Triangles 7.99 Spy Who Loved Me 7.99 Steve Davis Snooker 7.99 Strider II 7.99 Stryx 6.99 Stunt Car Racer 6.99 Supercars 6.99 Super Grand Prix 5.99 Super League Soccer 6.99 Super Off Road Racer 8.99 Super Scramble Simulator 6.99 Swords of Twilight 7.99 Teenage Mutant Hero Turtles 12.99 Tennis Cup 6.99 Terrorpods 4.99 The Deep 4.99 The Spy Who Loved Me 7.99 Thrill Time (compilation) 9.99 Thunderbirds 7.99 Thunderblade 6.99 Titanic Blinky 6.99 TNT (compilation) 9.99 Top Cat 6.99 Treasure Island Dizzy 4.99 Turbo Outrun 6.99 Turracan 6.99 Turracan II 6.99 TV Sports Football 7.99 Ultimate Ride 6.99 Vigilante 6.99 Vindicators 6.99 Wacky Darts 6.99 Warhead 7.99 WarZone 6.99 Waterloo 7.99 Wheels of Fire (compilation) 12.99 White Death (1 Mb) 12.99 Winning Tactics 6.99 Wishbringer 7.99 World Class Leaderboard 6.99 World Cup Year 90 Compilation 9.99 Xenon 6.99 Yogi's Great Escape 6.99 Z-Out 6.99 Zork, Zork II or Zork III 7.99</p>	<p>EDUCATIONAL</p> <p>Answerback Junior 14.49 Answerback Senior 13.99 Arithmetic (Answerback facts) 7.49 Ass. Football (Answerback facts) 7.49 Spelling (Answerback facts) 7.49 Better Maths (12-16) 16.49 Better Spelling (over 8) 16.49 Count and Add 16.99 Donald's Alphabet 16.99 Distant Suns (Astronomy) 32.99 Deep sky Objects 14.99 Skymap Expansion 14.99 First letters (Under 5) 6.99 First Letters & Words 17.99 Fun School 2 (2-6, 6-8, or 8+) 13.99 Fun School 3 (2-5, 5-7, or 7+) 16.99 Fun School 4 (2-5, 5-7, or 7+) 16.99 Game Set and Match 13.99 Goody's Railway 16.99 Henrietta's Book of Spells 16.99 Hooray for Henrietta (5-12) 16.99 Junior Typist (5-10) 12.49 Kid Talk 17.99 Kid's Type 16.99 Let's Spell at Home 13.99 Let's Spell at the Shops 13.99 Let's Spell Out and About 13.99</p> <p>SERIOUS</p> <p>VIDEO & MULTIMEDIA</p> <p>Photon Video (Cel Animator) 14.99 Deluxe Video III 50.99 Aegis Animagic 50.99 Broadcast Titrer 2 174.99 Broadcast Titrer Font Pack 99.99 Broadcast Titrer Font Maker 99.99 AmigaVision 89.99 Showmaker 239.99 Cando 119.99 Cando ProPak 27.99 Hyperbook 49.99 Scala 174.99 Director II 79.99 TV Text Professional 89.99 TV Show 2 49.99 Videotitrer 1.5 3D 69.99</p> <p>WORDPROCESSING</p> <p>Scribble Platinum 39.99 Kindwords 2 39.99 Interword 39.99 Penpal 59.99 Excellence 2 89.99 Protext 4.2 69.99 Protext 5.0 99.99 ProWrite 3.1 99.99</p>	<p>HARDWARE</p> <p>Amiga 500 Basic 319 A500 Screen Gems 1Mbyte 379 A500 Plus Cartoon Classics 379 A500 Class of 90's Pack 469 A1500 Including Monitor 888 A1500 No Monitor 649 A2000 40Mb H/Disk 899 A3000 16Mhz/40Mb 2099 A3000 25Mhz/40Mb 2499 A3000 25Mhz/100Mb 2999 CDTV 469 10% OFF all CDTV software A500 20Mb Hard Drive 279 A500 20Mb H/Drive+2Mb RAM 359 GVP A500 52Mb+8MbRAM(OK) 379 GVP A500 105Mb+8MbRAM(OK) 569 GVP SCSI Controller+8Mb(OK) 159 GVP SCSI 52Mb+8MbRAM(OK) 289 GVP SCSI 105Mb+8MbRAM(OK) 479 GVP SCSI 200Mb+8MbRAM(OK) 849 45Mb SCSI Hard Disk (Bare) 189 105Mb SCSI Hard Disk (Bare) 329 135Mb SCSI Hard Disk (Bare) 399 182Mb SCSI Hard Disk (Bare) 449 330Mb SCSI Hard Disk (Bare) 899 520Mb SCSI Hard Disk (Bare) 1099 25Mhz 68030 Accelerator Card 259 40Mhz 68030 Accelerator Card 399 25Mhz 68882 Maths Co-Processor 139 8Mb 32Bit RAM Card (2Mb Pop.) 199 Cumana 3.5" External Drive 55 Zydec 3.5" External Drive 55 Rf 5.25" External Drive 99 A500 3.5" Internal Drive 49 CBM 3.5" Internal Floppy Drive 119 A500 512k Ram Upgrade(no clock) 25 A500 512k Ram Expansion-clock 29 1.5 Mb Ram Expansion 89 Supra 500RX 8Mb RAM (2Mb Pop) 219 Supra 500RX 8Mb RAM (1Mb Pop) 99 A2000/1500 8Mb Ramcard 189 256kx4 RAM chips per Mb 35 1MbX1 DRAM chips per Mb 35 AT-Once PC 286 Emulator 179 Colour Solution(Vidi+RGBsplit) 159 Sharp JX100 A6 Col. Scanner 625 Sharp JX300 A4 Col. Scanner 2750 Golden Image Hand Scanner 175 Podcat Graphics Tablet 199 Genitizer Graphics Tablet 129 Zydec Microswitched Mouse 17 Naksha Mouse+Operation Stealth 23.99 Turbo Mouse 12 Mouse Mat 4 50 Blank Disks 20 MONITORS Philips 8833-II (inc Lead) 239 Commodore 1084s 254 Commodore 1950 Multisync 499 PRINTERS (Inc. leads+Amiga Printer Drivers) Star LC200 Colour 219 Star FR-10 Colour 229 Star LC24-200 Mono 259 Star LC24-200 Colour 299 Starscript Postscript Laser 1099 Citizen Swift 9 Colour 199 Citizen Swift 24 Colour 299 Canon Bubblejet Portable 259 HP Paintjet Colour Inkjet 825 Panasonic 4420 Laser 849 Panasonic 4420 1Mb Upgrade 199</p>

**BE AMONG THE FIRST TO PLAY !!!
PRE-BOOKED SOFTWARE**

We accept advanced orders for all forthcoming software titles and your order will be despatched on the day of release. Your credit card will be debited also on the same day as despatch !!!

TOP TITLES SPECIALS

Lotus Turbo Esprit 2, Terminator 2, Magic Pockets, Cruise For a Corpse, Lemmings, Monkey Island, PGA Tour Golf, Last Ninja 3, Robin Hood, Final Fight, Rodland, Hero Quest..... **ONLY £18.99**

Jimmy White's Whirlwind Snooker, Hunter, Thunderhawk, Mega-Lo-Mania, Utopia ... **ONLY £19.99**
Knights of the Sky, Flight of the Intruder, Flames of

Freedom, Railroad Tycoon, F-15 Strike Eagle II, Silent Service II..... **ONLY £22.99**

AMIGA 500 PLUS CARTOON CLASSICS PACK

Latest specification 1Mb RAM, Workbench 2 with enhanced chipset (Up to 2 Mb Chip RAM) Plus usual Cartoon Classics Software Pack!!!

Only £379
One Meg Upgrade for A500 Plus Enables 2Mb CHIP RAM.....£59.99

You name it... We do it... Just phone and we'll quote... We are faster and cheaper!

PRICES QUOTED ARE SUBJECT TO AVAILABILITY.. SOME OFFERS ARE LIMITED SO ORDER EARLY TO AVOID DISAPPOINTMENT

Cheques/PO Orders to **POST HASTE**, 11a Burgate Lane, Canterbury, Kent. CT1 2HH

TELEPHONE HOTLINE 0227-764204 9.30am to 7.00pm

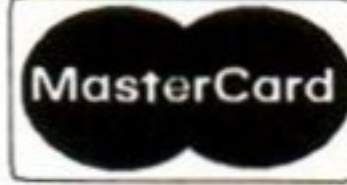
(Answerphone outside normal hours)

VISA, MASTERCARD and EUROCARD orders welcome

Visa, Mastercard, Eurocard and PO Orders are despatched same day!

Please allow up to 4 working days for cheques to clear. Overseas orders add £2.00 postage.

MAIL & TELEPHONE ORDERS ONLY.... NO PERSONAL CALLERS PLEASE!



OFFICIAL UK PRODUCT
FULL SPECIFICATION AND 1 YEAR ON-SITE WARRANTY



CM8833 Mk II

The CM8833 is the best selling colour monitor for the Atari ST and Commodore Amiga. Ideal for game playing, it offers excellent colour graphics and has stereo audio speakers for enhanced stereo output from the ST-E and Amiga. The performance and reliability of the 8833 is exceptional, which is why we are confident to offer 12 months ON-SITE warranty with every 8833 purchased. Plus, every CM8833 from Silica comes with a FREE F-19 Stealth Fighter flight simulator worth £29.99, PLUS a FREE Cable worth £14.95 to connect your new monitor to your computer

FREE CABLE

- CAB 5050 - AMIGA STEREO
- CAB 5510 - ST-E STEREO SOUND
- CAB 5508 - ST-FM MONO SOUND
- CAB 5490 - PC CGA COMPATIBLES

To receive your FREE cable, worth £14.95, please quote which computer you own and the cable reference code.

- OFFICIAL UK PRODUCT
- 1 YEAR ON-SITE WARRANTY
- FREE! F-19 STEALTH FIGHTER
- FREE CABLE FROM SILICA
- 14" CGA COLOUR MONITOR
- RESOLUTION: 600x285
- HORIZONTAL FREQ: 15.6KHz
- .42mm DOT PITCH
- STEREO AUDIO SPEAKERS
- EARPHONE SOCKET
- TTL-DIGITAL & RGB-ANALOG COMPUTER INPUT SIGNAL
- CVBS VIDEO INPUT SIGNAL
- DARK GLASS SCREEN
- GREEN SWITCH TO SIMULATE MONO DISPLAY
- AMIGA, ST, PC COMPATIBLE

PHILIPS 8833 Mk II

14" COLOUR MONITOR

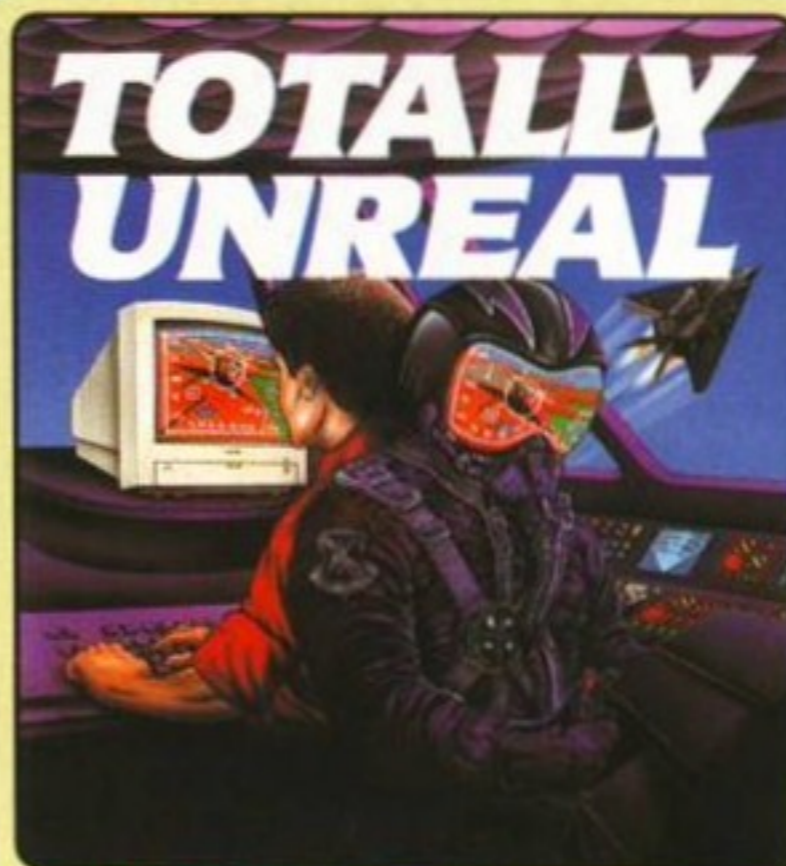
WITH

FREE! F-19 STEALTH FIGHTER FLIGHT SIMULATOR

The N°1 Computer Games Monitor!

FOR THE

ATARI ST & AMIGA



TOTALLY UNREAL PLUS! FLY A REAL 737 SIMULATOR

OVER 1,000 PRIZES TO BE WON

- 1ST 3 PRIZES:** PILOT A BOEING 737 FLIGHT SIMULATOR PLUS, LUNCH AT A FIVE STAR HOTEL WITH TRIPS TO AND FROM THE SIMULATOR BASE BY HELICOPTER.
- 2ND 30 PRIZES:** PILOT A BOEING 737 FLIGHT SIMULATOR.
- 3RD 1000 PRIZES:** ELITE 8833 SQUADRON CLOTH BADGES.

FREE F-19 STEALTH FIGHTER — WORTH £29.99! — WITH EVERY 8833 MONITOR

Buy the N°1 Computer Games monitor from Silica Systems and get the N°1 Flight Simulator FREE!

With every Philips 8833 Mk II monitor from Silica Systems, you will receive an F19 Stealth Fighter flight simulator game from Microprose (worth £29.99) absolutely FREE! The game comes with disks and 'flight' manual, PLUS an entry form for the exclusive 'Pilot a Plane with Philips' competition where there are over ONE THOUSAND PRIZES to be won! And, when you buy your Philips 8833 from Silica for only £259, you will save nearly £60 off the RRP of £317.24!

MONITOR + F-19 + CABLE

£259

Ref: MON 8830 PRICE INCLUDES VAT + FREE DELIVERY

VGA MONITORS FOR PC COMPATIBLES

PHILIPS 7CM3209 14" E-VGA 35.5KHz COLOUR MONITOR



A high resolution 14" E-VGA colour monitor giving a sharp, clear display of both text and graphics. It can be used with both IBM PC compatibles and IBM PS/2 computers that are fitted with a E-VGA graphics card.

- Resolution: 1024x768
- Horizontal Freq: 35.5KHz
- .28mm Dot Pitch
- Black Matrix Tube
- Tilt & Swivel Stand

£289
MON 9159 +VAT=£339.58

ORDER REF	DESCRIPTION	RRP EXC VAT	SILICA PRICE		
			SAVE	EXC VAT	INC VAT
MON 7749	7BM749 14" VGA FST MONO - paper white Resolution: up to 920x480, 31.5KHz (Horizontal Scan Frequency) Fixed interface cable. 1 year on-site warranty.	£109.99	£10	£99.00	£116.33
MON 9109	3CM9609 14" VGA COLOUR - .39mm dot pitch Resolution: 640x480, 31.5KHz (Horizontal Scan Frequency) Fixed interface cable. 1 year on-site warranty.	£269.98	£30	£239.00	£280.83
MON 9209	3CM9809 14" VGA COLOUR - .29mm dot pitch Resolution: 640x480, 31.5KHz (Horizontal Scan Frequency) Fixed interface cable. 1 year on-site warranty.	£299.98	£40	£259.00	£304.33
MON 9267	7CM3209 14" E-VGA COLOUR - .28mm pitch Res: up to 1024x768, 31.5/35.2/35.5KHz (Triple H. Scan Frequency) Fixed interface cable. 1 year on-site warranty.	£349.99	£60	£289.00	£339.58
MON 9289	7CM3279 14" E-VGA COLOUR - .28mm, Low Rad Res: up to 1024x768, 31.5/35.2/35.5KHz (Triple H. Scan Frequency) Fixed interface cable. 1 year on-site warranty.	£399.99	£60	£339.00	£398.33
MON 9299	4CM2789 20" AUTOSCAN COLOUR - 30-64KHz Res: up to 1280x1024, 30 to 64KHz (Horizontal Scan Frequencies) Fixed interface cable. 1 year on-site warranty.	£1617.01	£342	£1275.74	£1499.00

PHILIPS 4CM2789 20" E-VGA AUTOSCAN 30-64KHz COLOUR MONITOR



Top of the range 20" Autoscan colour monitor, that can synchronise at any frequency between 30KHz and 64KHz. It supports resolutions up to 1280x1024 and is suitable for a wide range of video cards.

- Resolution: 1280x1024, 1024x768, 800x600, 640x480
- Horizontal Freq: 30-64KHz
- .31mm Dot Pitch
- Black Matrix Tube
- Dynamic Focus Adjustment
- Tilt & Swivel Stand

£1275.74
MON 9299 +VAT=£1499.00

SILICA SYSTEMS OFFER YOU

- **FREE OVERNIGHT DELIVERY:** On all hardware orders shipped in the UK mainland.
- **TECHNICAL SUPPORT HELPLINE:** Team of technical experts at your service.
- **PRICE MATCH:** We normally match competitors on a "Same product - Same price" basis.
- **ESTABLISHED 12 YEARS:** Proven track record in professional computer sales.
- **BUSINESS + EDUCATION + GOVERNMENT:** Volume discounts available for large orders.
- **SHOWROOMS:** Demonstration and training facilities at our London & Sidcup branches.
- **THE FULL STOCK RANGE:** All of your requirements from one supplier.
- **FREE CATALOGUES:** Will be mailed to you with offers and software/peripheral details.
- **PAYMENT:** By cash, cheque and all major credit cards.

Before you decide when to buy your new monitor, we suggest you think very carefully about WHERE you buy it. Consider what it will be like a few months after you have made your purchase, when you may require additional peripherals or software, or help and advice. And, will the company you buy from contact you with details of new products? At Silica Systems, we ensure that you will have nothing to worry about. We have been established for over 12 years and, with our unrivalled experience and expertise, we can now claim to meet our customers requirements with an understanding which is second to none. But don't just take our word for it. Complete and return the coupon now for our latest Free literature and begin to experience the "Silica Systems Service".

MAIL ORDER HOTLINE 081-309 1111



MAIL ORDER:	1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX	Tel: 081-309 1111
Order Lines Open:	Mon-Sat 9.00am-6.00pm	No Late Night Opening
LONDON SHOP:	52 Tottenham Court Road, London, W1P 0BA	Tel: 071-580 4000
Opening Hours:	Mon-Sat 9.30am-6.00pm	No Late Night Opening
LONDON SHOP:	Selfridges (1st Floor), Oxford Street, London, W1A 1AB	Tel: 071-629 1234
Opening Hours:	Mon-Sat 9.30am-6.00pm	Late Night: Thursday until 8pm
SIDCUP SHOP:	1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX	Tel: 081-302 8811
Opening Hours:	Mon-Sat 9.00am-5.30pm	Late Night: Friday until 7pm

To: Silica Systems, Dept AMFOR-0192-64, 1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX

PLEASE SEND PHILIPS MONITOR INFORMATION

Mr/Mrs/Ms: Initials: Surname:

Address:

..... Postcode:

Tel (Home): Tel (Work):

Company Name (if applicable):

Which computer(s), if any, do you own?

E&OE - Advertised prices and specifications may change - Please return the coupon for the latest information.



EXPAND YOUR AMIGA



QUALITY PRODUCTS
at affordable prices
W.T.S. ELECTRONICS LTD



British Made

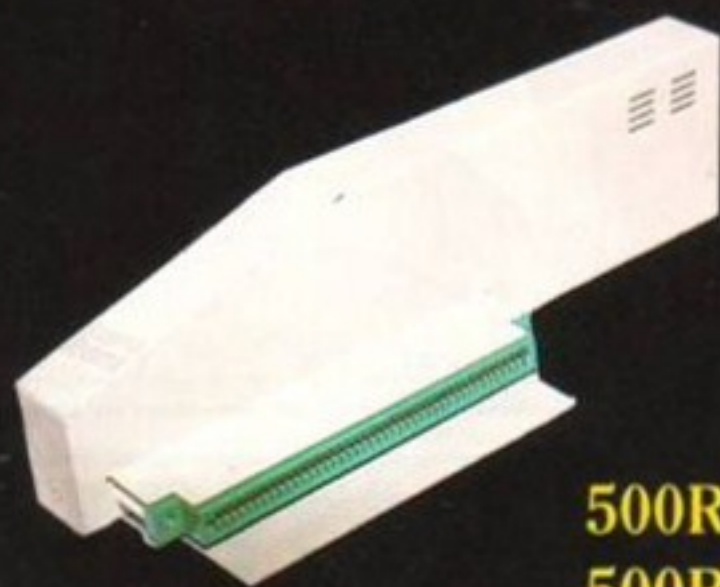
A500 PRO-RAM BOARD 1/2 MEG UPGRADE

- Latest design incorporates chipmem option at no extra cost
- Increases computer memory from 1/2 Megabyte to 1 Megabyte
- Allows all 1 Megabyte software to run
- Direct replacement for Commodore A501, 16 Chip Technology for complete compatibility.

£25.00 without clock **£28.00** with clock

SUPRA RANGE

☆ the most cost effective, highest quality, technologically advanced products available ☆

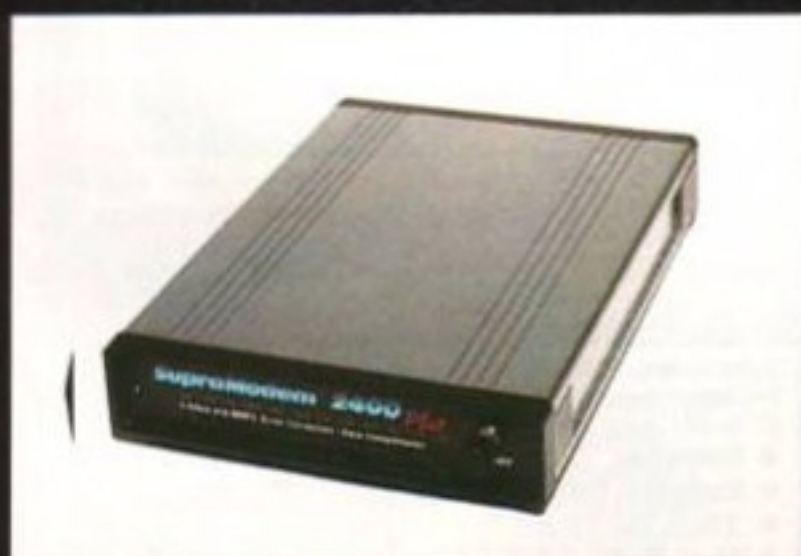


500RX 1Mb - 8Mb MEMORY EXPANSION

- Simply plugs into the side port of the Amiga 500
- Auto configures to work in conjunction with computer memory
- Easily expandable from 1Mb - 8Mb using latest Zip chips
- Proclaimed as being the best expansion available
- This neat robust unit is set to revolutionise the market.

500RX 1Mb**£149.00** 500RX 4Mb**£273.00**
 500RX 2Mb**£189.00** 500RX 8Mb**£423.00**

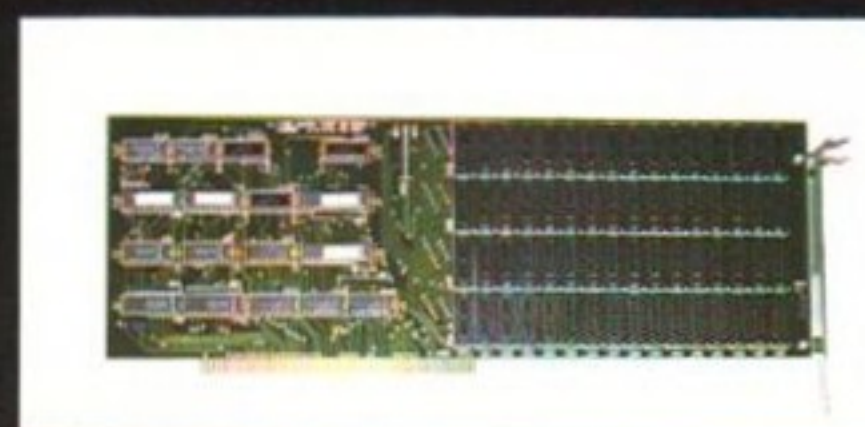
SUPRA MODEMS



- 100% Hayes compatible
- Tone Pulse auto dial/answer
- RS232 Interface
- Internal diagnostics
- Programmable number storage

Supra 2400**£119.00**
 Supra 2400 +**£174.00**
 Supra 9600**£499.00**

A2000 MEMORY UPGRADES



0Mb ...**£119.00**
 2Mb ...**£179.00**
 4Mb ...**£289.00**
 8Mb ...**£409.00**

GVP 52Mb HARD DISK CARD 1-8Mb EXPANDABLE MEMORY.....£299.00

CUMANA 3.5" EXTERNAL DISK DRIVE

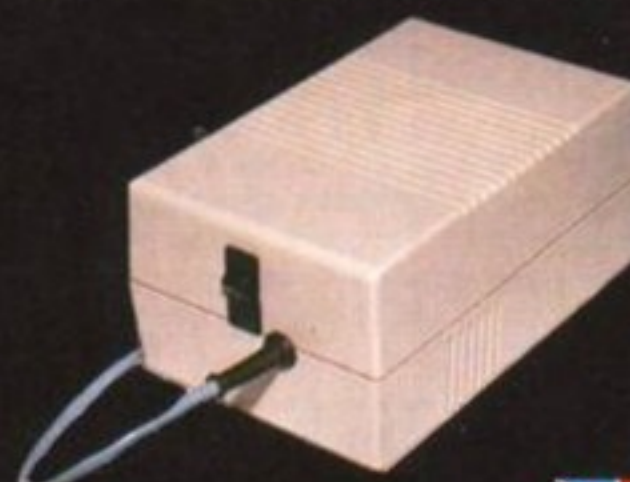


- High quality
- High specification
- Anti click
- Long moulded cable

£54.00

A500 Internal replacement drive**£59.00**
 8372 Fatter Agnus Chip (allows Chipmem feature).....**£52.00**
 1.3 Kickstart Chip**£36.00**

A500 HIGH CURRENT POWER SUPPLY



- Allow addition of many peripherals without damage to computer or power supply
- Switch mode design

£44.95



British Made

☆ All prices include P&P & VAT ☆ Please add £5.00 if you require 24 hour courier to your door or parcel post will be used ☆ 12 month warranty ☆

W.T.S. ELECTRONICS LTD, Chaul End Lane, Luton, Beds.

Tel: 0582 491949



WEIRD PRINTERS

I recently acquired a (insert obscure printer type of your choice) for a very reasonable price. However it came with no manual, and the connector looks different to other printers. Can you supply me with some information to get it working with my Amiga?



It's very tempting to think that any old cheap printer is a doddle to connect to your Amiga. Sheer folly!

Not really! I'm not an expert on every printer under the sun: although they are all designed to do the same task they differ radically in how they work. It's all very well leaping at what looks like a bargain buy, but all too frequently you end up with a white elephant. Unless you have the technical expertise to get an obscure printer working, then avoid it, even if it's free.

You can spend years of your life trying to get non-standard peripherals to work with computers, with no guarantee of success. Sorry to disappoint.

Having dampened the desires of the shoestring brigade, here's a few general tips on the way to go about your own detective work. First, find out the manufacturer - this is pretty easy, as most printer makers put a distinctive badge on their products.

Next, you have to find a company that supplies the manufacturer's products - it needn't be a similar model of printer (or even a printer at all). Ask the supplying company for the address of the manufacturer, and write off asking for a manual. You will have to be very persistent, as most manufacturer's (at least in the UK) ignore individuals on a regular basis.

You may need to pay for the manual, or perhaps settle for a photocopy if the printer isn't made any more (very common for dirt cheap printers). Don't get irritated - make just enough of a nuisance of yourself so that they give you what you want to get rid of you.

Once you have the manual, you will know whether the printer is serial or parallel. By taking the manual, and your Amiga User's Guide, to a computer shop you can get a cable made. Only when you have the right cable should you attempt to plug in the printer.

If you rush the job and make a cable by trial and error, you will probably destroy the Amiga's internals which communicate with printers. This won't disable your computer, but you'll be forking out lots of dosh for repairs to make it work with any printer at all.

Finally, don't expect to get anything other than text out of a skid-row printer. It may have the most sophisticated graphics in the world, but unless you can obtain a printer driver for it (unlikely for unknown printers) the Amiga will not be able to use them.

BEST PRINTER

I want the best colour printer possible for about £300. I was considering the Star LC24-200 or the Canon BJ10e, but I am unsure as to which produces the best output. I've heard that the Canon (a bubble jet) printouts look great at first but can smudge and fade. So should I go for the Star, or would an entirely different printer be better?

Both the LC24-200 and the BJ10e are fine printers but for different reasons. The LC24-200 works very fast, printing characters extremely quickly. It has a print head composed of 24 pins, which press down on a coloured ribbon, stamping out an ever-changing pattern as the head moves across the paper. Although excellent for letters (the characters look very sharp and clear) the graphics printout is not so hot.

The BJ10e works by applying a fine film of ink onto the paper at the right spot. Although slow by dot-matrix standards, graphics printing is greatly enhanced.



The LC24-200 works very fast, and is ideal if you've a lot of documents to get printed. The graphics ain't so hot.

The BJ10e is also very small in comparison to the other printer. Printed text looks very good too. The printouts can smudge if wiped while still wet, but with a little care they look very good indeed.

Workbench

In this special edition of the section that answers your questions, **Pat McDonald** offers help on **all** the most common Amiga problems!

So, if you're planning to use lots of coloured text for many documents, go for the Star (or the slightly more expensive Citizen Swift 24). If good graphic dumps are your goal, and you don't mind waiting for them, invest in the BJ10e.

On the other hand if you just want a printer for typing out the odd letter (or perhaps an essay or report for your work) then a nine-pin printer will give good results. Look for any Epson compatible nine pin - prices start from about £100.

GOING FASTER

I've heard about accelerators and Floating Point Units (FPU), replacement Central Processing Units and go-faster stripes. How do I make my Amiga work faster, and how much do the different options cost. Finally, do they work with all software?



There are many choices now for speeding up the system - the ICD AdSpeed pictured here is one of the poorer types

The bad news about speeding up your Amiga is you cannot make the custom graphic-and-sound chips go much faster. The flashy, noisy bits of your Amiga are pretty well set (although look at the top 10 Agnus questions for a cheap 10 per cent speed increase).

The only part that you can speed-up to any great extent is the 68000 processor, the decision making "brain" chip. By plugging in a faster version of this chip (a 68010) you can get a small increase in speed - about 10 per cent again. Although cheap at £10 or so, the 68010 isn't as compatible as it could be, and some software will not work.

The next option is an AdSpeed from ICD. This will give a 70 per cent or so speed increase, and again is basically a souped-up 68000 chip. At £150 it may seem surprisingly cheap, but by spending more you can get better increases. It is, however, very compatible, and you can also turn it off for the odd piece of software that doesn't work.

Above that you have the true accelerators. These use the next generation of the 68XXX series chips, the 68020 and 68030 (and real soon the 68040). You can't take out your old 68000 and plug in one of these - they're the wrong shape for a start, and they also need some other circuitry to work.

You can have a special type of memory with these, called 32-bit memory. Most accelerators of this type can have at least 1Mb of this, usually a maximum of 4Mb although more expensive types can give 8Mb, 16 Mb or even 32 Mb! This 32-bit memory works in addi-

tion to all the memory of your Amiga and usually goes on the accelerator board itself.

So you always get one of these on a card, to either plug in the 68000 socket (or the accelerator slot on an A1500/B2000). These cards can also have FPUs for programs which have FPU maths intensive bits (ray-tracers or scenery generators). 68040s have this chip built in. Both the 68881 or 68882 types are available - the latter is better. Make sure you get the correct version for your machine: some A500 accelerators don't fit in the A1500/B2000 and vice versa.

Types to look out for are the Solid State Leisure A5000 for £299, the B5000 for £499, the CSA Mega Midget Racer for about £550 (very reliable and compatible between Amigas), and the GVP series that is available from Silica. The latter are for the A1500/B2000 (with a 68040 card for the A3000) and are very good but expensive.

KINDWORDS ODDITIES

When I'm printing out documents using *KindWords*, I often get a few odd characters printed in the top-left corner - 'PP' or 'KPP'. Why does this happen, and can I prevent it?

It happens because you are using the wrong printer driver. I suspect that if you use Preferences to select EpsonX(CBM MPS 1250) the letters will disappear. If you find that the printer driver is not on the *KindWords* disk, here's how to get a selection on there (or to any

**TOP
10**

Questions for Memory Expansion

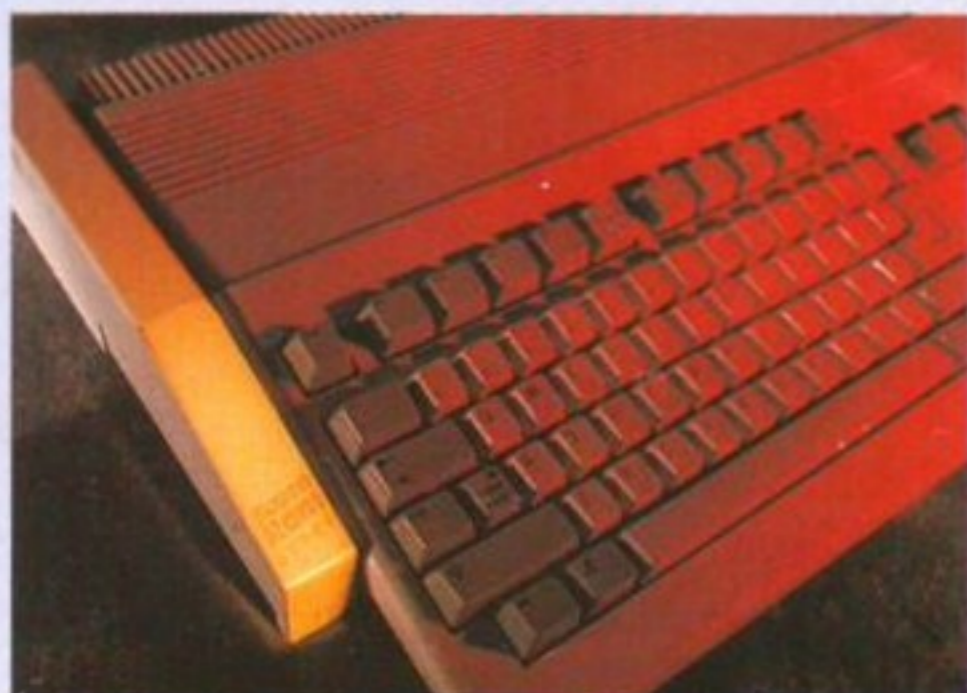
1 What should I look for when buying a 0.5Mb A500 memory expansion?

Look for price, the size of the board (the smaller the better), the speed of the chips (100 nano seconds or faster – needed for chip RAM) and whether or not it's got an on/off switch.

2 Are memory expansions, that are larger than 0.5 Mb and fit in the trap-door slot of an A500, any good?

They are, in that they do give you a lot of extra memory fairly cheaply. However, expansions larger than 1.5Mb must have another program run before the Amiga is recognised. They also need a jumper connection to the Gary chip. To do this you must open the machine, which invalidates the warranty. Don't get one unless cash is very tight.

3 What's the best large (4Mb plus) A500 memory expansion?



Depends on how rich you are. The SupraRAM 500RX gives from between 0.5Mb and 8Mb of extra RAM. It fits on the left-hand side of the A500, and can take two different kinds of chips – 256 X 4 for between 0.5Mb and 2Mb, and 1Mb chips for 2Mb to 8Mb. It does not have a power supply as standard, although one can be fitted later. It costs £179 for a 1Mb version.

The Cortex costs more at £279, and uses SIMM modules to give extra memory. SIMMs cost about £85 per 2Mb, so they're pretty cheap if memory in bulk is your goal. The Cortex always comes with a power supply, which can augment the A500's power supply.

4 What are my options for expanding memory? I have an A1500.

There are many different memory boards for the A1500/B2000. The Cortex is available in such a configuration, as is the SupraRAM. The former is superior though, in my opinion – it certainly takes less power, because this version of the SupraRAM is chock-a-block with consuming chips.

5 Is my old style (large 16 chip) A501 all right to be used as chip RAM?

Maybe yes, maybe no. Any board which goes in the expansion slot must have chips of the same speed as the internal memory. A lot of A501s have chips with 150 nano seconds access times, which is slower than the internal memory. Take out the board and peek at the memory chips – if they have 150 (or more commonly just 15) at the end of the number, the board is too slow (although the internal chips might be 120ns types too, so you just don't know without trying!)

6 What different chips do memory expansions use?

Old style 16 chip RAM boards use 256 x 1 chips. Later four chip cards use 256 x 4. State-of-the-art 1Mb (one megabit chips) are available but expensive – it's unlikely we'll see a one chip expansion. They're generally used with 256 X 4 in large capacity RAM boards.

Finally there are SIMMs (Single Inline Memory Modules) which are a little larger than a stick of chewing gum. These have the chips mounted onto them: no legs to bend or break. SIMMs are available in both standard 16-bit memory types and 32-bit memory types for accelerators.

7 Are RAM expansions sensitive to static?

Yes, although the tolerance varies. Some manufacturers use CMOS type chips, which although they are cheaper they are very sensitive to static. You should always handle circuit boards by the edges and the chips by the case. Don't touch the legs – you can pick up a 30,000v static charge without even realising, more than enough to kill a chip.

8 I noticed four empty sockets on my Amiga's circuit board. Can I use them to expand the memory?

You can, although they can only be configured as chip RAM. To do this required a modification that was detailed in *Amiga Format* 18 (oh dear, i'm afraid we've sold out of that one – time for an up-date). Don't forget the 100 nF capacitors, which are also fitted on to the existing RAM chips! These help smooth the power to the chips.

9 Hard disks often have memory on them – can this be used by the computer?



Yes! If you want memory expansion and have lots of money, a hard drive often has this feature, for use by the computer. Hard drives do not directly need memory (although they work better with large memory Amigas). Hard drives with memory are the best all-in-one buy.

10 Does extra memory cause compatibility problems?

It can, depending on the program you are using. That's why a lot of trap-door 0.5Mb expansion boards have an on/off switch.

other disk): first, boot-up with Workbench (1.3). Double click on the Shell, type the following and then press Return:

```
copy all from "Extras 1.3:devs/printers" to KindWords:devs/printers
```

This will then copy all the printer drivers from the Extras disk (which the computer will then ask you for) onto the *KindWords* disk. Notice that the quote marks that are around the Extras part of the command: this is because the name of the disk (Extras 1.3) has a space in it.

WEIRD AND WACKY MODEMS

I've just bought a second-hand modem with no manual or instructions. I don't know a lot about modems, so could you tell me how do I get it working with my Amiga?



There are various makes of modem, but as long as they are BT approved, they'll behave in the same way.

It's not much easier to connect a modem than it is an oddball printer. Firstly, modems all do the same job: provide a gateway between a computer to the telephone network, via a serial port – modems are always serial in nature. Make sure the modem has a green British Telecom approval sticker: if it hasn't there's no point continuing as it is illegal.

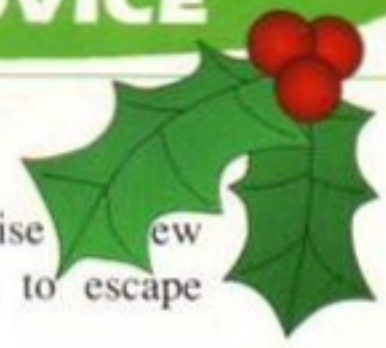
The first thing you need is a modem cable (opposite of a null modem cable). Have a look at the back of the modem: nearly all of them will have 25-pin D-type connectors (which is similar to the serial port on the Amiga). Some of them have a five-pin domino DIN connector, called RS422.

See whether it's a male connector (with pins) or a female connector (with holes). Get the cable from a computer shop, saying whether the modem end has 25 or 5-pins, and whether it's female or not. The Amiga end is a 25-pin female connector.

Next you need some communications software. Both NCommV1.9 and JRComm are available from the Public Domain, as is Access!, which was on Coverdisk 13. Plug the modem into a telephone socket, put the cable between the Amiga and the modem, turn everything on and run the software.

The only tricky bit to it all is dialling. Many older modems do not have something called Hayes commands, a standard way of talking to modems. To find out, make sure the speed setting of the software is slow enough to talk to the modem (300, 1200, or 2400 for the majority). While you're at it, set the data bits to eight, the stop bits to one and the parity to none. Type ATT and press Return.

If you can see the letters on the screen, then the modem is echoing them back to you – it should put up an 'OK' message. This means that the modem is Hayes compatible, and you can dial with it by typing



ATD phone number, and then simply press Return afterwards of course.

If it's not Hayes compatible, you will have to dial manually. Plug a normal telephone into the back of the modem (the socket might be marked REN) and dial normally. When you hear a whistling tone, put the phone down – the modem will keep the line open if it's working properly.

AUTOBOOTING DISKS

What I want to be able to do is create floppy disks that run without Workbench – so that you can just put them in and they start working on their own. How do I do this?

It depends on how good you are at programming. The way that commercial games do this is by turning off the Amiga operating system (Workbench, Kickstart and AmigaDOS) and use their own custom-written machine code. I can't explain how to do that in this limited space. But read the following piece for a simpler way and a few practical examples.

The standard way of doing this is to first make at least two directories on a blank disk – one called c, the other s. You put a text file, a list of instructions to do when starting, in the s directory and you call it start-up sequence. Rather than you typing in the list of commands from the Shell or CLI, this list of instructions will be executed so long as it's called start-up sequence and is in the s directory. Format a disk (make sure that it's called Empty), double click on the Shell and type:

```
Makedir Empty:s
Makedir Empty:c
ed Empty:s/startup-sequence
```

An editor window will spring up for you to type in the start-up sequence too. Type in the loading instructions, just as you would from the Shell or CLI, and press Esc, then X, then Return to save the file. Alternatively Esc, q and Return will abort and return you to the Shell.

Any commands that the startup sequence uses should be put in the c directory or in the 'root' directory (which means that they are not in a directory, just stuck on the disk). The disk should then have a bootblock written onto it, using the Install command from Workbench.

To do all this you really need to have at least a fair understanding of using the Shell. Here's one example to start you off; load Workbench, double click on the Shell icon and then type:

List

You have just set off the List command. The Amiga reads the command from the c directory of the Workbench disk, and runs it. It produces a list of all the commands in the current directory (the root directory of Workbench). Type:

List c

This will print the contents of the c directory, the command directory. Try looking at different directories, and do use a copy of Workbench – that way you can experiment without doing any permanent damage. For further reading, look at the Enhancer software manual, the Users manual and (for a full tutorial) *Mastering AmigaDOS 2* by Mark Smiddy. It costs £17.95 but it is well worth it.

AMOS REFERENCE

Are there any tutorial books available covering the AMiga Operating System (AMOS), preferably with lots of listings? Failing that, any general Basic books with lots of listings would be of help.



AMOS has a friendly interface that lets you use the mouse first, until you need to work faster with key commands.

There are no current specific AMOS books available at the present time, although I understand that there might be one next year. For a general guide, *AmigaBasic Inside and Out* (Abacus) is quite good, although you will have to modify the listings to get them to work with AMOS – quite extensively in some cases.

VIRUSES

Recently a lot of my disks are misbehaving – they show a lot of read/write errors, and often they won't boot (start working) at all. I also get a lot of weird messages appearing (for example, 'Something wonderful has happened...'). What is going on, how do I get my disks working again and prevent it in the future?

You have just been the victim of a virus (possibly even more than one). A computer virus is a program. Their primary purpose is to survive – they can copy themselves automatically to different disks. What else do they do (after a certain number of replications) varies: some put up silly messages; some actually change Workbench (obscene mouse pointers and the like); and some destroy disks.

Viruses can survive soft resets (like just pressing Control plus the two Amiga keys), which means that they are most common among games players who play a game, get bored, just reset, play a game, reset, play a game... The virus then happily copies itself on to the different disks.

There are two main types of virus: the bootblock and the file virus. The bootblock is the first couple of sectors of a disk, which contain the programs to make a disk load automatically. A virus here will go off if the disk is booted. Bootblock viruses can spread amongst all disks.

File viruses are less dangerous (most game disks can't catch them, unless they are standard AmigaDOS disks) but more insidious. A file virus can hide inside another program, infecting other programs on different disks. You'll get a file virus infection if you use Workbench a lot without a virus checker.

Prevention: the easiest way to stop viruses spreading is to write-protect all of your disks (move the tab in the corner so that you can see through the hole). If you must write on a disk (say a game that saves the high-score table) turn off your computer for at least 30 seconds before playing.

Cure: to find any viruses, you need at least one virus hunter/killer program. There are many, many of these in the Public Domain, but as new viruses appear

they have to be updated in order to recognise new strains (viruses often mutate themselves to escape detection).

Look out for *Master Virus Killer* version 2.2 from Amiganuts and also *ZeroVirus III* and *Nuke!* (which



Master Virus Killer V2.2 can handle about 150 different viruses now, and it's updated regularly to know new ones.

deals with subtle disk-validator file viruses like for example, *Return of the Lamer Exterminator* or *Saddam Hussein*). These last two are available from virtually any PD library.

SCART

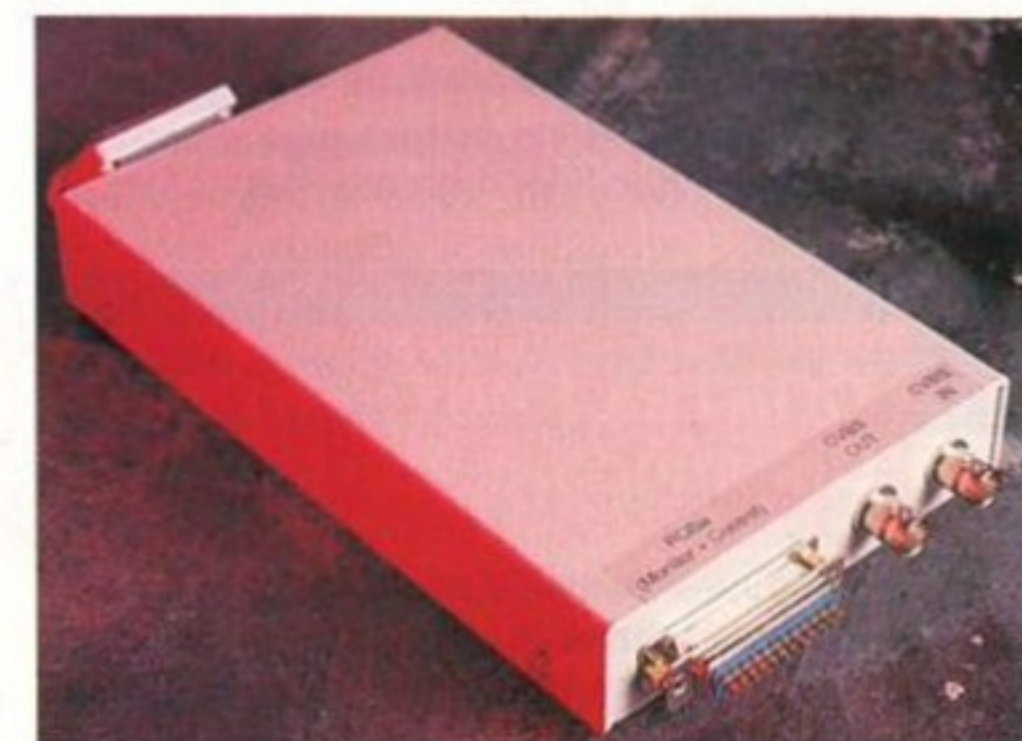
What is Scart? Is it similar to the Peritelevision connector often found on the back of video recorders? And could you possibly tell me how I connect my Amiga to Scart equipment?

Scart and Peri are similar, but they're not the same. They are a combined stereo sound with video connector. Peri uses a system whereby you have to send a control signal to indicate that the unit is plugged in. Although it's possible to do this, most Amiga-to-Scart cables don't have it. So don't assume you can plug the Amiga's video output directly into an Amiga.

What you can do (if you have a monitor with a Scart socket) is use it with both your Amiga (via a Amiga-to-Scart cable – this has jacks for sound too) and a Scart video recorder. More details on Scart next month, including how to wire the Amiga to a Scart video recorder.

GENLOCKS

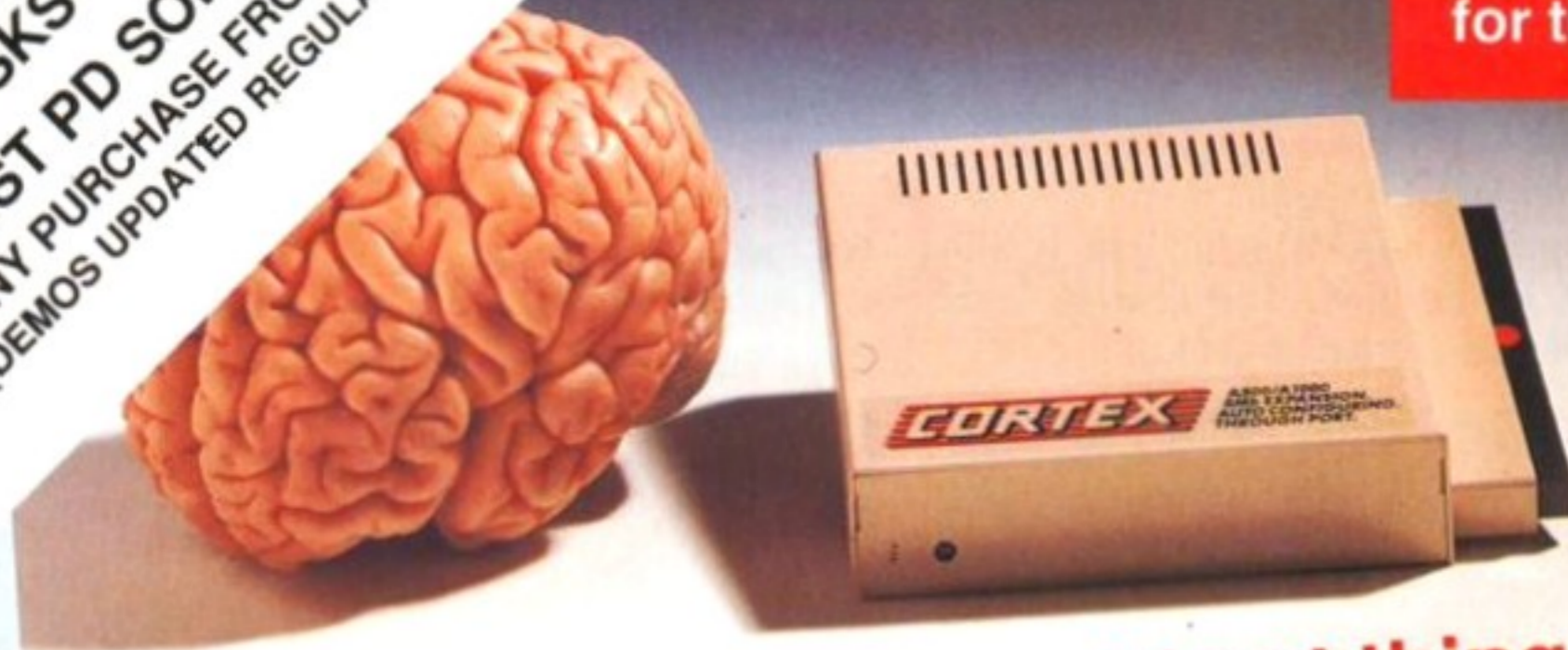
What does a genlock do? Can you recommend one for home use, as well as what the professionals use?



Genlocks come in different shapes and differ greatly in their performance – expect to pay £100 for a cheap one.

A genlock is a box that connects in-between the video signal on an Amiga and a monitor or television. It has a socket on it, to feed another video signal. It takes the video picture coming in from the socket, and overlays the Amiga's graphics on top. A certain colour (usually colour number zero) is made transparent, so the two

FREE
5 DISKS OF THE
LATEST PD SOFTWARE
 WITH ANY PURCHASE FROM THIS AD
 (DEMOS UPDATED REGULARLY)



A Brain the next best thing

CORTEX 8Mb RAM EXPANSION
 for the Commodore Amiga A500/A1000

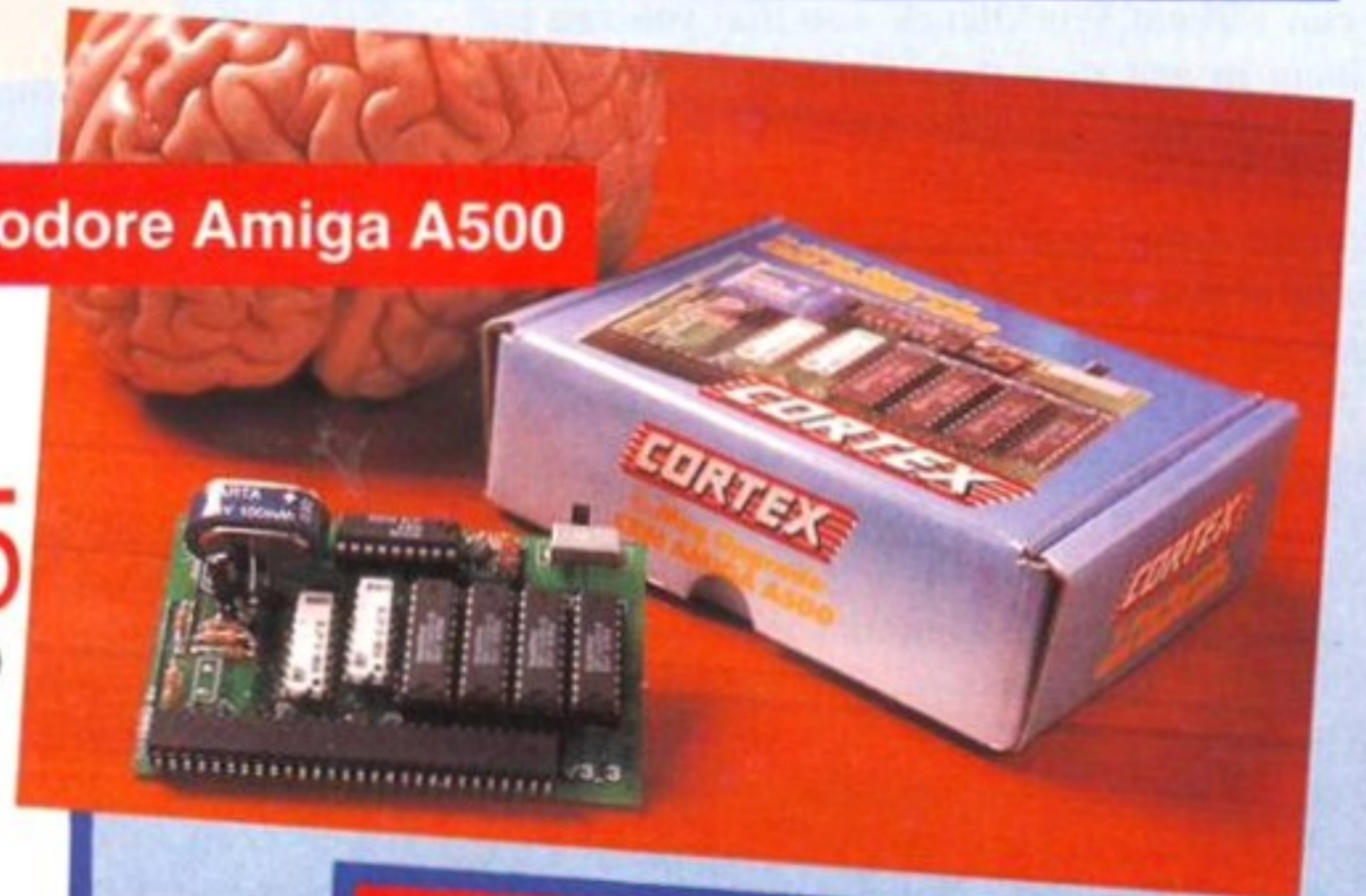
- External fitting. Warranty remains intact
- Fully implemented auto-configure
- Fully operational through-bus
- Uses standard 1M x 8bit or 1M x 9bit SIMMs
- Complete with its own power supply unit (UK, US or EURO)
- Designed with A1000 compatibility in mind
- Zero wait-states
- RAM test software

2Mb-£239 4Mb-£319 8Mb-£479

CORTEX 512K RAM EXPANSION for the Commodore Amiga A500

- Essential A500 upgrade - 1Mb Amiga is now standard
- Functional equivalent of CBM A501
- Lower power 1Mbit DRAM
- Latest technology high-quality components
- "Fatter" Agnus compatible for 1Mb CHIP RAM
- Lower profile enable/disable switch
- Available with or without battery-backed clock/calendar module

£25.95
 (£29.95 with clock)



CORTEX EXTERNAL 3.5" FLOPPY DRIVE

- High-quality silent mechanism
- Through port
- Enable/disable switch

£56



AMIGA HARD DISK & MEMORY SYSTEMS BY XETEC Inc.



• See CHIP UPGRADES section for Xetec RAM upgrade prices

- Xetec FastTrak hard disk system for A500 (A1000 version available to order) 8Mb FastRAM card (optional) Super-fast (9ms) auto head-park Quantum 52Mb Pro-Drive **£499**
- Xetec FastCard Plus hard disk system (for A1500/A2000) featuring Seagate 48Mb auto head-park drive space for 8Mb Fast RAM on board (using SIMMs) **£449**

CHIP UPGRADES

- **1Mb Agnus Chip 8372A** - Upgrade for older Amigas (not A1000) - Enables 1Mb CHIP RAM for enhanced graphics and sound - requires some technical skill to fit - instructions supplied. **£45**
- **ROM Upgrade Version 1.3** - Essential upgrade for hard-disk users - featuring the FastFile System **£35**
- **A3000 RAM Upgrades:** Special static column mode DRAM for the A3000 workstation. IN STOCK NOW **4Mb- £249**
- **1M x 8bit SIMMS** (for Cortex 8Mb cards and Xetec hard disk systems with RAM) **2Mb - £85, 4Mb - £165, 6Mb £240**
- **256K x 4bit DRAM** (for CBM A590, CBM 2091, ICD AdRAM, Ashcom etc). **0.5Mb - £25, 1Mb - £45, 2Mb - £85**
- **1M x 1bit DRAM** (for most A2000 cards) price same as 256K x 4bit

CORTEX 8Mb RAM EXPANSION for the Commodore Amiga A1500/A2000

- Fully implemented auto-configure
 - Zero wait-states
 - Uses standard 1M x 8bit or 1M x 9bit SIMMs
 - 2, 4, 6 or 8Mb configurations possible
- 2Mb-£185 4Mb-£265 6Mb-£340 8Mb-£419



NEW PRODUCTS



- **Kickstart 1.3/2.0 ROM switches** (the essential upgrade for A500 PLUS owners)
- **GVP SIMMS** (for accelerator cards etc.)
- **NEW Enhanced Chip Set** (Fatter Agnus/Super Denise)
- **MegaChip 2000** (2Mb of Chipmem A500/A2000)
- **GVP Hard Disk with RAM systems**
- **A500 PLUS Memory Boards**

FREE
5 DISKS OF THE
LATEST PD
SOFTWARE
 WITH ANY PURCHASE FROM THIS AD*
 (DEMOS UPDATED REGULARLY)

All prices include VAT and Postage & Packaging. Trade enquiries welcome

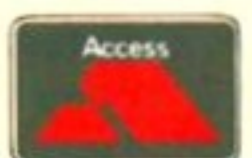
Send cheques to:

CORTEX DESIGN & TECHNOLOGY LTD (Dept AF)

BRITANNIA BUILDINGS, 46 FENWICK STREET, LIVERPOOL L2 7NB

• 24 HOUR SALES 051-236 0480 • 24 HOUR FAX 051-227 2482

* Free software is limited to one set per order and is supplied without warranty





Emulation Questions

1 What is an emulator?

An emulator is a system (usually consisting of both hardware and software) to let you run programs written for computers other than the Amiga. Although never as good as a dedicated computer, emulators do give you a wider choice of software for your machine.

Software-only emulators (no extra gadgets to plug in) are usually less compatible and slower than ones with hardware. All emulators suffer compatibility problems when you try to run software that doesn't use the target machine's operating system.

2 What are the different IBM PC emulators, and what are their strengths and weaknesses?

The original IBM emulator was Transformer. Running from only a disk (no hardware) it was slow and offered little in the way of IBM graphics. There is a PD equivalent called IBEM, which although very cheap isn't amazing. It also needs two drives to run.

The ATOnce emulator from Vortex (distributed by Silica in the UK) is a good hardware emulator giving AT support (accelerated version of the IBM). It needs an adaptor to fit in the A1500/B2000, but cannot fit in an A3000 and to work with the A500 just requires the case to be unscrewed (it fits internally). Although offering a reasonable PC, it splits memory between the Amiga and the PC side, so you should really have 2Mb or more memory to fit it. It offers you full CGA/MCGA and Tandy graphics, but displays EGA/VGA graphics in black-and-white only. I understand full colour EGA/VGA is on the cards, and will only require a new disk.

The KCS Bitcon Device board is the easiest emulator to fit. It fits into the trap-door slot of an A500, and can be fitted to more up-market Amigas with an adaptor. In theory, though, it just gives you a bog standard PC (XT type), but the screen handling is very fast and it outruns a lot of true AT PC computers! It can also now handle all colour modes up to VGA. The best all-rounder at present.

If you have an A1500/B2000, Commodore's own Bridgeboards are possibly the best choice. They are not as fast as other emulators, but they probably offer about the best compatibility and are available in both XT and AT models. You can even plug in a PC card or two, to fit standard IBM expansions.

3 Is there a Public Domain Sinclair Spectrum emulator available, and can it run all Spectrum software?

Yes there is and no it can't. It works in conjunction with a sound sampler - you sample Spectrum tape software into the Amiga, where it can be saved on to disk. It also has no sound and is pretty slow, but then again what do you expect for a few quid?

4 Is there a C64 emulator? Can it cope with tape software?

There are a couple of different C64 emulators, but the most up-to-date one is A64 (a PD program). It cannot use tape software, and requires an additional bit of hardware to interface C64 disk drives to your Amiga to use disk software. Unfortunately this is only available from the author, who lives in the USA.

5 I've heard some conflicting reports about Macintosh emulators and how much Apple

hardware you can plug into them. Could you tell me what the options are?

The only Macintosh emulators that I've heard of are the AMax series from Readysoft. These are distributed by Entertainment International in the UK. The original AMax was a box that plugged into the external disk drive socket. Although it did let you run Macintosh programs, it had very little hard-disk support and required both a Mac disk drive and Mac ROM chips.

The AMax II is similar, although hard-disk support is much better (you can split a hard-disk into Amiga and Mac sections). One feature of both emulators is that they work very well with accelerator cards (necessary for some up-market Mac software). Because Macintosh software is generally well behaved, compatibility is very good.

Coming up soon is the AMax II Plus, which confusingly only works with an A1500/B2000. Fitted on a card, it gives excellent compatibility, let's you use the Amiga's disk drives for reading and writing floppies (this might be dropped in the final release) and even has an Appletalk connector for linking to Mac networks. It's accelerator friendly too.

6 Are there any ST emulators?

Yes there are: it's called the Medusa and is available from George Thompson Services, and has a tiny piece of hardware with it. It's available in both A500 and A1500/B2000 versions. A better option though, is the PD ST emulator. Although it needs two drives and is pretty slow, it does give a reasonable quality ST.

7 Is the BBC emulator any good? I've heard it was up-dated recently.

The BBC emulator is fairly good, but it's not very compatible with most commercial BBC software. It also cannot read BBC tapes - it must use BBC disks. The good thing about it is that the BBC Basic is 99 per cent compatible with a true Beeb, so if you're programming with that language (widely used amongst UK educational circles) it's a reasonable buy.

8 Which computers have no Amiga emulator equivalent?

Basically any that I haven't mentioned here.

9 I've heard that you need a DOS system disk when using IBM or Mac emulators. What is this, and where can I obtain one?

Macs and PCs are similar to Amigas, because you can't start using them without putting a disk in first (the operating system is partly on disk - hence Disk Operating System or DOS for short). You need a copy of such a disk (like Workbench they get up-dated every so often) in order to use emulators for these machines. You can get them from most shops which sell PCs or Macs - or you could get a copy from a friend who owns such a computer.

10 Are emulators just as good as owning a true computer of that being emulated?

No. You'll always have a few problems with emulators. Then again, I've never seen a PC, Mac, Spectrum, C64, BBC or ST that was any good at all at running Amiga software.

pictures are mixed. A genlock is not quite a video mixer. You can use them to title videos and for *Roger Rabbit*-style productions, where the computer graphics go in front of the main video picture. If you have two video recorders, then you can play the background from one, and record the final genlocked image on the other.

There are two cheap genlocks for non-professional use. They are the MiniGen and the RockGen, for about £100. Both work with standard VHS home video recorders (and camcorders too). The RockGen plus is more expensive at £199, but can have a chroma keying system put in the back for the same price again.

Chroma keying gives the exact opposite of genlocks. It makes the computer graphics the background, with live action appearing in front. The live action is filmed against one colour (usually blue) so when the final picture appears, you have some video cut into the computer graphics. It's the same technique as used by the weather people on TV.

As for professional genlocks, the sky really is the limit. Most professional systems use SVHS (rather than VHS) for better definition. A cheap pro genlock costs £500 - there are more expensive ones (and chroma keys too) with features like using a background colour other than zero, cue fading and transition wipes.

LOST DISKDOCTOR

How and why do I have to use the *Diskdoctor*? I just keep getting a message telling me that a disk cannot be validated using this program, but I can't find it on Workbench.

You should only use the *Diskdoctor* on standard AmigaDOS disks (ones that come up with 'copyright Commodore' start-up messages). That is to say, one's which look similar to Workbench when starting up. So don't use it on games disks, which often show a validating error when in fact they are perfectly all right.

Here's how you use it. Firstly boot-up with Workbench, and double click on the Shell. Type the following and then press Return:-

```
DISKDOCTOR DF0:
```

The program will ask you to put the disk you want fixed into DF0: (the internal drive which you start up disks from). It will read all of the disk, and then rearrange it. It will inform you of any files that it deletes (sometimes necessary when files are corrupt).

If *Diskdoctor* cannot fix a disk, it will delete the directory and name it as Lazerus. Although all the information is gone from the disk, you can format it and use it again. It's drastic medicine, but sometimes disks do go bad for no reason.

HIGHER DENSITY

What is a high-density disk drive? I've heard that you can fit about 1.2Mb of information on one, but that you have to use special disks on it. Can I fit one to my Amiga and can I use standard disks with it?

A high-density disk drive is one which can read and write data at twice the resolution of a normal drive. In theory it could have about 1.6Mb of data on it. Unfortunately, though, nobody sells Amiga-specific ones in the UK yet.

In addition to wiring the drive, you would also have to put a patch into Workbench to set-up the Amiga to



read-and-write the disks correctly (otherwise you'd find it would just treat the drive as a standard one). So I'm afraid you have to use high-density disks with these drives.



The Advanced Engineering High Density drive is very desirable if you work with files larger than a standard disk.

AMIGA CONTROL

I want to make a control interface for my school project, to control various small electronic circuits (using motors and relays). How do I do this, and where can I get the information from to control it?

First off, take the pinouts of the Amiga's parallel port to your tutor. They will be able to tell you how easy or difficult it will be to do your project (as they'll be helping you with your project, it's really their opinion that counts).

As for controlling it, you should open PAR: as a device for input and output through Basic. Then Input values through the port, and Print values out to it. Check your Basic manual for more information on the Open command.

DISK-CRETE!

Could you tell me how to put a password on disks and files to prevent other people from using the disks or looking at the file?

Please bear in mind that you cannot password games or other non AmigaDOS software. Protection can always be bypassed. Still interested? Well, the easiest way to do this is to move the startup-sequence somewhere else on the disk. Where exactly you put it is up to you, although the c directory is as good a place as any.

Make sure the Execute command (for running the batch files like the start-up-sequence) is in the c directory of your disk. Remember it takes a few disk swaps to set-up on a single floppy system. Use this from Shell, changing "Mydisk" to the name of your disk:

```
List Mydisk:c/execute
```

Then copy the startup-sequence with this, swapping "Mydisk" for the name of your disk and changing the name to the password you want:

```
Copy from Mydisk:s/startup-sequence to Mydisk:c/Password
```

```
Delete the old startup-sequence:-
```

```
Delete Mydisk:s/startup-sequence
```

Now when you boot the disk, it will stop with a prompt for you to type Shell or CLI commands. So type:

```
Execute password
```

**TOP
10**

Hard Drive Questions

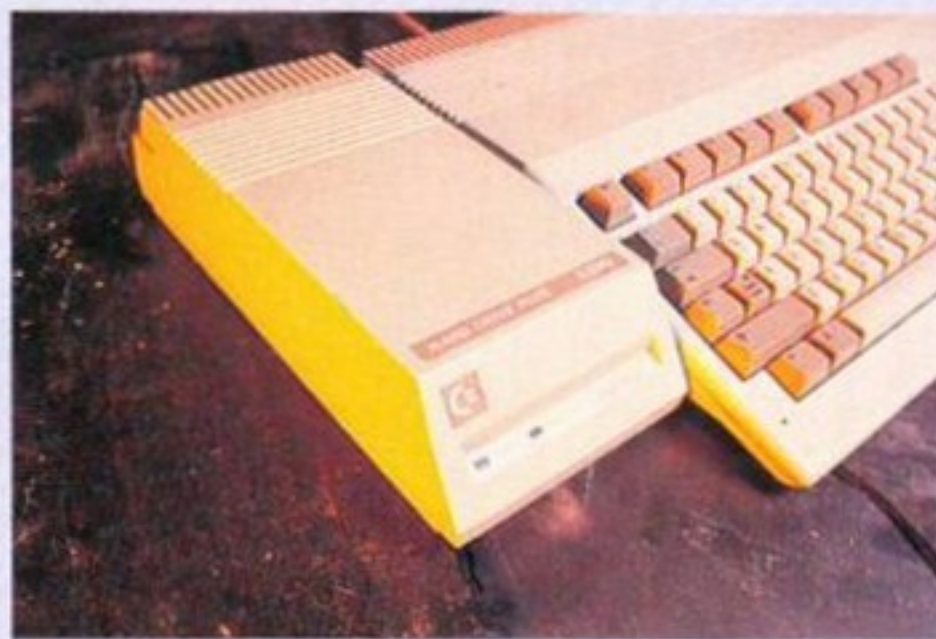
1 What is a hard disk?

A hard disk is a custom made, precision-engineered disk in a sealed unit. The advantage that they have over floppies is that they've much more space on them – their capacity ranges from 20 Mb up to 300 Mb. In addition, there are a couple of different types that behave in a similar way to floppy drives (you can plug different disk cartridges into them) but their use is quite rare and specialist. Such 'removable media' drives range from the 40 MB SyQuest to 500MB+ read/write CDs, and they nearly always need a SCSI.

What's a SCSI? Small Computer Systems Interface – in theory a general standard for wiring a plug to talk between different computers and peripherals. Some hard disks use SCSI, some do not (IDE or ST-506 are two other common variants on IBM PC hard disks). Most Amiga hard disks use SCSI.

Hard disks need a controller with all Amigas except the A3000 (which has a built-in hard disk and a SCSI port). On A500 hard disks, this is usually mounted in the same box as the hard disk, and the whole lot sits on the left-hand side. A1500/B2000 types go on a card to fit inside the machine.

2 What advantages does a hard disk give me?



Essentially, an easier life when loading and saving programs and data. Because hard disks are so large, you can put all the computer programs you use a lot (like word processors, paint programs or other serious software) into one place. It saves scrabbling through a pile of floppies. Hard disks are much faster too.

There is one other advantage to a hard disk. When you set-up a hard disk, you put Workbench on to it. Using floppies, every time you change a Preference setting or customise an icon, you have to copy the 'change to all floppies'. A hard disk only needs one change, which will work with all programs.

If you just want a hard disk to put your game collection on to, bear in mind that most games will not install onto a hard disk. A lot of flight simulations, role-playing and war-games, and a lot of PD will go on to a hard disk, but not much else.

Having said that, though, more and more software of the "serious" nature is released as hard drive installable. Perhaps 20 per cent of the current releases fit into this category, and I would expect this percentage to rise as more and more people buy hard drives. One day, whether or not a game is hard drive friendly will seriously affect sales – probably in a couple of years or so.

3 I'm thinking of buying a hard drive and in each advert I've noticed that they have various access times for each drive. Could you tell me what this means exactly?

The access time of a hard drive is the average time it takes for the read head to reach a given part of a hard disk. It is not a measure of how fast the data actually goes on to or off a disk.

4 How easy is it to set-up a hard disk?

It varies from system-to-system, but generally it's tricky. All new hard drives are set-up at the factory, to start you off. Should you wish to reset the hard drive, then the problems start. You basically some common sense and trial and error the first time you set one up.

5 Are there any books on hard disk management? I've seen a few available for the PC but none for the Amiga.

I'm sorry but there aren't any!

7 How do you write-protect hard disks?

You can't. Some systems have a switch to disable the hard disk when you're not using it.

7 Can the RAM disk be used instead of a hard disk?

Sort of, but it's not as good. If you beef-up your computer's memory (RAM) to 2Mb or so, then you can make use of RAD. This allows you to copy a disk into memory, and then reboot it quickly when you reset. Although this saves loading Workbench more than once, it's not as good as a hard disk, because you must still load programs from and save onto floppies. More details on RAD can be found in the Amiga manual.

8 Are viruses just a problem with hard disks?

No. Viruses copy themselves from floppy disk to floppy disk, and quite a lot of them will not even recognise hard disks. However, some do attack hard disks, which is bad news for the programs and data on the hard disk. Putting all your eggs in one basket means you have to take great care of the basket.

9 Why are PC hard disks much cheaper than Amiga ones?

Because most Amiga ones are better. Some cheaper Amiga hard disk systems use PC hard disks (which can plug straight into a PC – they don't need controllers). SCSI-type hard disks are much more reliable and generally faster than PC types, despite being more expensive. Of course, as more SCSI types are sold, then the price will drop – this is the inevitable rule for hardware; the price does come down.

10 I've just bought a brand new hard disk. It's a metal box with lots of electronics and a couple of connectors. The problem is: how do I wire it up to my Amiga?

You can't wire it directly to your Amiga because you also need a controller. I recommend you phone around hard disk advertisers, tell them what type of drive it is and whether or not it will work with their controller. If it does, buy the controller. If it doesn't work with any of them, sell it.

SELECTED PERIPHERALS & SOFTWARE FOR THE AMIGA FROM SILICA SYSTEMS

ALL PRICES INCLUDE VAT & FREE DELIVERY

AMIGA



ATonce+ PC EMULATOR

ATonce Plus is a PC-AT compatible emulator for the Amiga 500. With ATonce Plus fitted, the Amiga can be used as a PC-AT compatible computer. The emulator works with all standard Amiga hard disk drives and provides compatibility with most printers. A professional fitting service is available for £34. If you own an Amiga 500 and require PC compatibility, you will not do better than ATonce Plus.

- FULL 80286 PC-AT EMULATION
- MDA, CGA, EGA & VGA GRAPHIC MODES
- MULTI-TASKS ALONGSIDE NORMAL AMIGA PROGRAMS
- COMPATIBLE WITH AMIGA HARD DRIVES
- CAN ADDRESS ALL AMIGA RAM - UP TO 9Mb
- RUNS EXTENDED & EXPANDED 80286 MODE
- LEAVES EXPANSION PORT FREE FOR MEMORY UPGRADES



RRP: £249
£189
 Order Ref: EMU 2286

<h3>2 GENLOCK DEVICES</h3> <div data-bbox="163 871 491 1156"> </div> <p>ROCGEN GENLOCK</p> <p>Vital for creating video titles and other special effects, a Genlock will also give you hours of fun mixing your Amiga created pictures and text with home videos.</p> <ul style="list-style-type: none"> ● Overlaying of Amiga graphics on a video source ● Built-in hardware fading and overlaying ● Overlay, Fade and Amiga modes ● Fade and Overlay transparency control ● Works with all Amigas ● Composite video output ● Robust metal casing <p>RRP: £119.00 £99 Order Ref: VID 1990</p>
--

ROCGEN+ GENLOCK

A more powerful version of the best selling RocGen. The plus version features wider facilities, better image quality and improved styling. The best value genlock available.

- Overlaying of Amiga graphics on a video source
- RGB and video pass through
- Hardware fade for overlay and fade
- Keyhole effect - replace any colour with an Amiga image
- Optional chroma key

RRP: £199.95
£149
 Order Ref: VID 2000

SILICA SYSTEMS OFFER YOU

- **FREE OVERNIGHT DELIVERY:** On all hardware orders shipped in the UK mainland.
- **TECHNICAL SUPPORT HELPLINE:** Team of Amiga technical experts at your service.
- **PRICE MATCH:** We normally match competitors on a "Same product - Same price" basis.
- **ESTABLISHED 12 YEARS:** Proven track record in professional computer sales.
- **BUSINESS + EDUCATION + GOVERNMENT:** Volume discounts available for large orders.
- **SHOWROOMS:** Demonstration and training facilities at our London & Sidcup branches.
- **THE FULL STOCK RANGE:** All of your Amiga requirements from one supplier.
- **FREE CATALOGUES:** Will be mailed to you with offers and software/peripheral details.
- **PAYMENT:** By cash, cheque and all major credit cards.

Before you decide when to buy your new peripherals and software, we suggest you think very carefully about WHERE you buy them. Consider what it will be like a few months after you have made your purchase, when you may require help and advice. Will the company you buy from contact you with details of new products? At Silica Systems, we ensure that you will have nothing to worry about. We have been established for over 12 years and, with our unrivalled experience and expertise, we can now claim to meet our customers requirements with an understanding which is second to none. But don't just take our word for it. Complete and return the coupon now for our latest Free literature and begin to experience the "Silica Systems Service".

MAIL ORDER HOTLINE 081-309 1111

SILICA SYSTEMS

MAIL ORDER: 1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX Tel: 081-309 1111
 Order Lines Open: Mon-Sat 9:00am-6:00pm No Late Night Opening Fax No: 081-308 0608

LONDON SHOP: 52 Tottenham Court Road, London, W1P 0BA Tel: 071-580 4000
 Opening Hours: Mon-Sat 9:30am-6:00pm No Late Night Opening Fax No: 071-323 4737

LONDON SHOP: Selfridges (1st Floor), Oxford Street, London, W1A 1AB Tel: 071-629 1234
 Opening Hours: Mon-Sat 9:30am-6:00pm Late Night: Thursday until 8pm Extension: 3914

SIDCUP SHOP: 1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX Tel: 081-302 8811
 Opening Hours: Mon-Sat 9:00am-5:30pm Late Night: Friday until 7pm Fax No: 081-309 0017

To: Silica Systems, Dept AMFOR-0192-67, 1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX

SEND ME AMIGA PERIPHERALS/SOFTWARE INFORMATION

I am interested in: 1 2 3 4 5 6 7 8 9 10

Mr/Mrs/Ms: Initials: Surname:

Address:

.....

..... Postcode:

Tel (Home): Tel (Work):

Which computer(s), if any, do you own?

E&OE - Advertised prices and specifications may change - Please return the coupon for the latest information.



**TOP
10**

Agnus Questions

1 Who or what exactly is Agnus?

Agnus is the graphics chip in the Amiga. It controls the blitter (moving graphics around quickly) as well as maintaining the screens and memory area. It doesn't handle the video side of things (producing a TV picture). That's Denise's job. It just deals with chip RAM.

2 What is chip RAM and how does the Agnus chip affect it?

Chip RAM is memory which both the processor (the decision making CPU) and the custom chips (the parts that do the graphics and sound) can manipulate. Here's where all the sound samples and all the screens must go.

The type of Agnus you have fitted to your Amiga directly affects the amount of chip RAM your Amiga has. The A1500/B2000 types have 1Mb of chip RAM as standard. And so do the latest Amigas. But older A500s only have 0.5 MB of chip RAM (extra memory is configured as chip RAM).

3 What is fast RAM?

Fast RAM is memory which only the processor can address. You can't open windows or play sound samples from this sort of memory. What you can do is get the processor to store such data here, and move it to chip RAM when it needs to be seen or heard.

4 How much chip RAM do I need and what's the point of getting more?

You may have noticed on an older A500 that *Deluxe Paint III* can't manage 16-colour, overscan, high-resolution pictures. It's not the program's fault – it's because there's not enough chip RAM available (as screens have more colours, higher resolutions and larger areas, they take up more and more chip RAM).

The point of getting more is that graphics programs such as *Deluxe Paint* can access bigger screens with more colours. If you're into creating with your Amiga, rather than just a player, more chip RAM is fairly important.

Note that the new standard for Amigas is 1Mb of chip RAM. A lot of old A500s are only configured to work with 0.5Mb, although many of them can be expanded to 1Mb quite easily as they have a suitable Agnus chip fitted. If you don't, it's quite possible that some future software will be incompatible with your machine, although there's no need to panic just yet: 1Mb chip RAM Amigas are still uncommon. As it is, a lot of software expects some fast RAM to be available. So don't get 1Mb of chip RAM unless you have some other fast RAM available.

Also note that on an A500, memory that goes in the trap-door slot can be configured as chip RAM. However, 1.5Mb expansions that go in the trap-door often stop working – you get 1Mb of chip RAM but the rest doesn't work properly. Check to see if such an oversize expansion can be configured as chip RAM.

5 Is it necessary to buy a memory expansion with a chip/fast RAM option, or will any do?

It depends on how much chip memory you want to add, and whether or not you want to be able to switch it back to fast RAM (some software doesn't like 1Mb of chip RAM). If you just want 1Mb of chip RAM and you have another memory expansion sitting on the left-

hand side of an A500 (or similar) then most memory upgrades with fast enough chips (see the Top Ten Memory section) will work fine.

But, if you just have a 0.5Mb A500, and you want a 1Mb Amiga with either 1Mb chip RAM or 0.5Mb fast RAM/chip RAM, then it makes sense to get an expansion with a switch to choose. That way you don't spend a lot of money and you avoid incompatibility problems.

6 How easy is it to update Agnus?

I'm afraid it's not easy. Agnus is a square chip, which means you need a specialist tool to winkle it out of its socket. Plugging it in is easy, taking it out is difficult.

7 I've noticed a few of my latest games, while loading, make the screen jump. The game hasn't crashed – I can hear the music and sound. Hacktrick 60Hz program did exactly the same. What benefits does this 60Hz syndrome offer?

Since the inception of the Fatter Agnus chip (which by now most Amigas have) it's possible to switch between the European PAL (50Hz) video standard and the American NTSC (60Hz) one. The benefits of 60Hz is that it speeds the system up by over 10 per cent, but only displays 200 vertical lines (that's why a lot of games leave a blank area at the bottom of the screen).

To get a 50Hz or 60Hz on your system, run some suitable software program (Vectacheck from Coverdisk 15 allows you to choose which you want, as do other PD utilities). If the picture doesn't change, your Agnus doesn't have the feature. If it wobbles, try an adjustment to the vertical hold control on your monitor – this will produce a clear and steady display. Notice on most systems you need to do this adjustment once or twice, to find a midpoint which will lock onto 50Hz or 60Hz.

8 How many different types of Agnus chip are there?

So far as I know, six. The 8367 Agnus was the original rectangular chip fitted to A1000s years ago, and is obsolete. The 8370 Agnus is no better, but it's the right shape to upgrade. The 8371 Fat Agnus can be upgraded to 1Mb of chip RAM, but has no ECS (Enhanced Chip Set). The 8372A Fatter Agnus has 1Mb of chip RAM and ECS. The 8372B has ECS and up to 2Mb of chip RAM (it's fitted in A3000s). Finally the 8375 Super Fat Agnus is the latest Agnus fitted in A500Ps. It gives up to 2Mb of chip RAM and has ECS.

9 Are there any other custom chips that have different versions?

Only the Super Denise, fitted in A3000s and A500Ps, which with an ECS Agnus gives full ECS support.

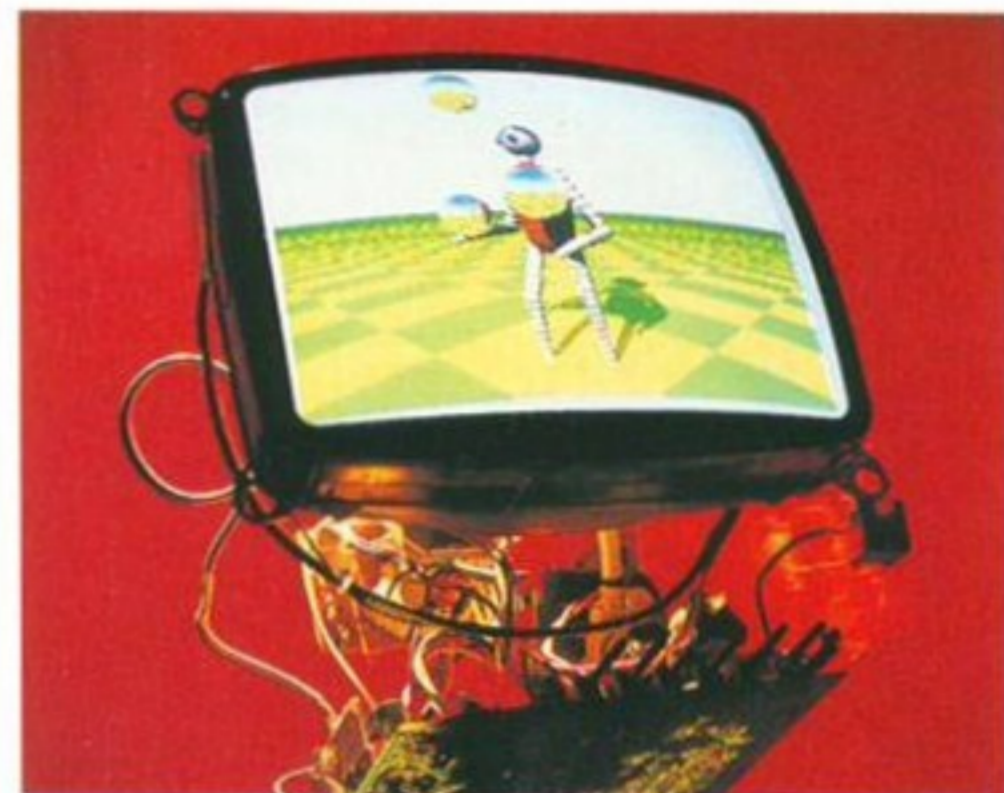
10 What is the Enhanced Chip Set (ECS)?

The ECS is all the old Amiga's graphics modes, plus three new ones. Super Hi-res mode gives 1,280 pixels across the screen, in up to four colours. Productivity mode gives an interlace quality horizontal mode but doesn't use interlace – you just need a multisync monitor, you don't need a flicker fixer as well. Again it's four colour only, and is great for desktop publishing or word processing. Finally comes A2024, which gives a resolution of 1,000 x 1,000 or better and works in four colours, only they must be four shades of grey. The ECS only works properly with Workbench 2.

You will now find that the disk will run normally. Beware of using parent's names for passwords, because if you do this they tend to get the wrong idea of your intentions should they see you using passworded disks! It's also a bit obvious.

MONITOR LEADS

I've just gone out and bought myself a second-hand monitor, and would like to know how to connect it up to my Amiga.



Monitor connectors differ a lot as to the number of pins and shape: but generally any monitor should work OK.

Assuming you know the pinouts of the monitor, look at the back of the user's guide. There's a listing of the Amiga's video pinouts. The pins you have to connect are GND; analogue red, green and blue; and CSync. If the monitor has two sync pins (HSync and VSync) then you should connect these instead of CSync, because the monitor is a multisync type.

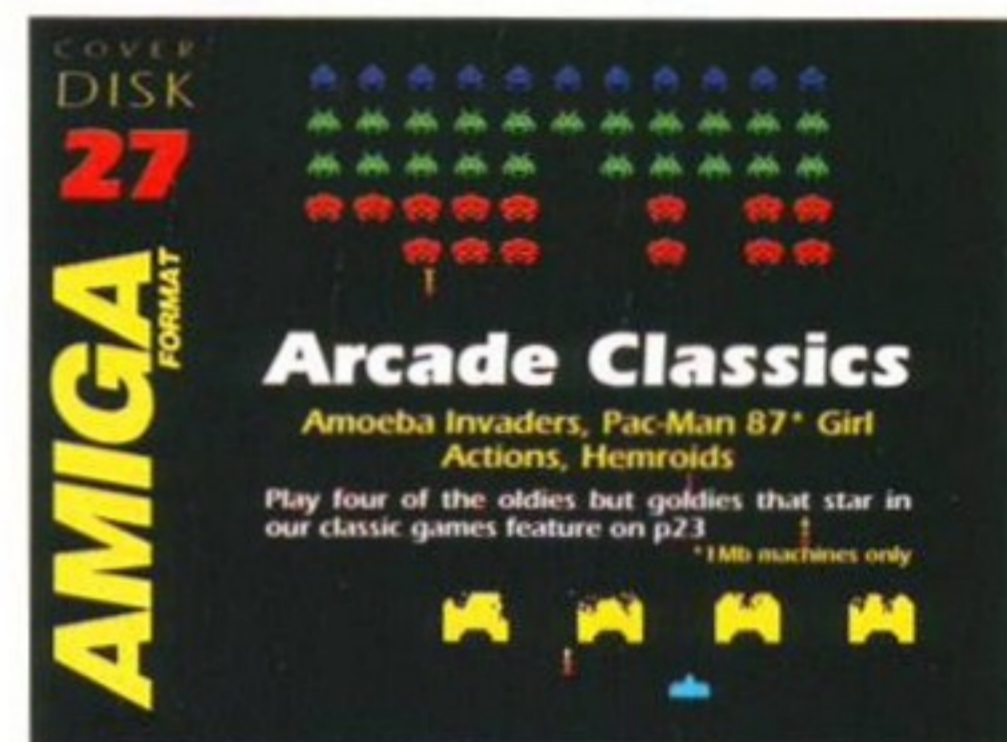
DISK TROUBLE

Every time I try to delete a file on a disk or save a file to a disk, I get a message telling me that the disk is write protected, even though it isn't. Why does this happen and how can I stop it?

What has happened is the detector in the disk drive which checks the write-protect tab has failed. The computer thinks that the disk is write protected, because that's what the sensor is saying. The thing to do is send the computer back, if it's under warranty or get it fixed (locally if possible) if it isn't.

ARCADE CLASSICS

Why did Coverdisk 27 just have games on it?



Coverdisk 27, widely seen as the shape of things to come. Have we turned our back on utilities? Of course not!

Because there wasn't any space for utilities. Many readers are into old arcade games, and because that's what the feature was about we decided to let you decide for yourself whether games had lost touch with their roots or not.



AMOS HELP

Any chance of an AMOS column to help me start to program?



Real soon AF will start printing regular programming guidelines from the Bullfrogs, authors of *Populous 2*.

There will be a programming feature very soon. Starting in a month or so there will be a machine-code tutorial by the Bullfrogs. Although the listings won't be AMOS specific, a lot of the background information will be.

STARTUP SEQUENCE

How do I write or modify a startup-sequence on a disk? What software do I need? I can never seem to get at the one on the Workbench disk, why?

A startup-sequence is a text file. You could sit down and type all the commands in manually, but that would mean Workbench would take about 15 minutes to load! To write or modify text files, you either need a text editor or a word processor.

There is a text editor on the Workbench disk itself, called Ed. It's very finicky and difficult to grasp without leafing through the manual, but if you read AUTOBOOTING DISKS you should get the general idea.

COBOL PLEASE

Where can I get a Cobol compiler for the Amiga?

I don't know. Does anyone else?

PUBLIC PROBLEMS

I don't understand a lot of Public Domain programs. The documentation just doesn't tell me enough to let me use the programs. Help!

PD first started as a general method of communication for programmers. The best method of finding out about PD programs is to write to the author. Inside practically all PD programs is a name and address for you to write to about the program.

It's a good idea to send a stamped, addressed envelope with your request for help (when dealing with programmers from other countries, International Postage Coupons are available from post offices).

Many shareware programs have incomplete documentation - the idea is that you only get the full documentation when you send off your shareware donation.

TEXT TRANSFER

What is the best way to transfer text files from the Amiga to other computers and vice versa?

In the case of the PC or ST, the best method is to use MessyDOS (PD) or CrossDOS, which sets up the Amiga to read and write PC format disks. For other computers - which have a serial port - you have to get

a null modem cable to link the two, and some communications software at either end to download and upload software from one place to another.

PASCAL

Where can I get a version of the Pascal language?

Most PD libraries have PCQ, a Pascal compiler. Some also stock PCQed, which is the same program but with a text editor and a linker as well.

DIGITIZERS

What are the best graphic digitizers and framegrabbers for the Amiga?



Digitisers provide a simple way of reading video pictures into the Amiga. Press play and pause, and instant picture!

At the lower end of the scale (£100 or so) both Vidi Amiga (Rombo) and DigiView (Newtek) are worth considering. Vidi Amiga is fast, and can create simple black and white animations from a video source. However, the digitized quality is not as good as DigiView, which has some powerful but slow grab processing software.

Both digitizers can only cope with mono still (paused video or video camera) signals - you either have to use a black and white video camera plus filters or Rombo's RGB splitter (it works with both) to get colour grabs. Vidi RGB also needs VidiChrome to get colour pictures.

As for expensive - £500 or so - framegrabbers (digitizers which can grab from a moving video signal, as opposed to a paused one) both the JCL ColourPic/SuperPic and the Marcam framegrabber are good. I prefer Marcam's offering (it's easy to use and the pictures are pretty good) but SuperPic has some more advanced features for those who want the very best.

MORE POWER

I'm worried about the power supply unit (PSU) that came with my A500. I've heard that it's too puny to cope with more than 1MB of RAM and one extra drive. Is this true? I want to expand my computer much more than that. Can I get a more powerful one?

It is true that some A500 power supplies are only capable of powering 1MB of memory, a modulator and one extra disk drive. However, some are more capable - I have seen Amigas that can cope with a hard disk and 2MB of memory as well.

The two big warning signs that your power supply is being overloaded is that the power LED goes very dim when expansions are plugged in, and mechanical devices (that is, disk drives, both hard and soft) speed up and slow down, creating read/write error messages.

You can get meatier power supplies - WTS (0582 491949) supply one for only £45 or so. They're not the only ones who sell such units - check out the adverts for different suppliers.

TOP 10 Irrelevant Questions

1 Where can I get the game (insert ancient obscure game of your choice)?

Check out the long mail-order listings. Bear in mind that the older software tends to be incompatible with the later Amigas.

2 I like your Coverdisk labels. What equipment do I need to make mine look like that?

An Amiga, an Action Replay 2, a DTP system, a Linotronic 300, and an off-set litho web. Total cost £1,000,000 plus a warehouse to put it in and a dozen or so people to operate it. You don't need the latter items, as bureau companies will do the actual printing for you.

3 Why don't games use the keyboard?

Why should they when 98 per cent of Amiga owners have joysticks and the remaining 2 per cent would never touch a game anyway?

4 My 5.25-inch disk drive has suddenly stopped working. Why?

Because it's broken.

5 Why don't you use PC Format paper?

The sort of paper that they use on that magazine is lighter but thicker than the paper we use now. Amiga Format would be a lot thicker but more insubstantial if we used it.

6 Why does everyone knock the new Erasure album?

Because they don't like it.

7 Why are your mags so good?

Because we work hard.

8 The Amigas in your pictures often have a red LED power light. The thing is I'm a bit worried because mine is green. Do I have a bootleg Amiga?

Minor details like the LED colour often change, but it's basically the internals that really count. Different LED colours do not cause any incompatibility problems, but please note that Amigas that have green LEDs often have the more up-to-date Agnus chips.

9 Is it possible to get my LED upgraded from red to green?

No.

10 Why don't your Coverdisks work with my IBM PC?

Because they were designed for a far superior computer system, the Amiga, which isn't directly IBM-compatible but can be made so. The opposite is not true, and probably never will be.

AMEAGRE PRICES FOR AMIGA USERS

GAME	PRICE	GAME	PRICE	GAME	PRICE
3D Construction Kit	£32.95	Halls of Montezuma	£16.96	Pro Tennis Tour 2	£16.96
3D Pool	£7.95	Harpoon (1 meg)	£19.95	Proflight	£29.45
AMOS 3D	£22.95	Head Over Heels	£6.96	Projectyle	£8.95
AMOS Compiler	£19.95	Heimdall	£19.95	R-Type II	£16.96
AMOS The Creator	£32.95	Heroquest	£16.96	R.B.I. Baseball 2	£19.95
Addicted To Fun-Rainbow (comp)	£13.95	Hill Street Blues	£16.96	Railroad Tycoon (1 meg)	£22.95
Advanced Fruit Machine	£5.95	Hollywood Collection (Comp)	£19.95	Rainbow Collection (comp)	£13.95
Alien Breed (1 meg)	£16.96	Hudson Hawk	£16.96	Red Heat	£6.96
Alien Storm	£16.96	Hunt for Red October	£16.96	Rick Dangerous II	£16.96
Altered Beast	£6.96	Hunter	£19.95	Rise of the Dragon	£25.96
Altered Destiny	£19.95	IK+	£6.96	Robin Hood	£16.96
Amnios	£15.96	Impossamole	£6.96	Rococod	£16.96
Anarchy	£7.95	Indiana Jones & L. Crusade (Act)	£13.95	Robocop II	£15.96
Aquaventura	£22.95	Indianapolis 500	£16.96	Rocket Ranger	£7.95
Arkanoiid II - Revenge of Doh	£6.96	It Came from the Desert (1 meg)	£19.95	Rod-Land	£16.96
Armalyte	£16.96	James Bond Collection	£19.95	Rolling Ronny	£15.96
Armour-Geddon	£15.96	Jimmy White's Whirlwind Snooker	£19.95	Rugby - The World Cup	£16.96
Ballistix	£6.96	Kick Off + Extra Time	£6.96	SWIV	£15.96
Barbarian II (Psygnosis)	£16.96	Kick Off II	£13.95	Sarakon	£13.95
Battle Chess	£15.96	Kick Off II (1 meg)	£15.96	Secret of Monkey Island (1 meg)	£15.96
Battle Chess II	£16.96	Killing Game Show	£16.96	Secret of the Silver Blades	£19.95
BeastBusters	£6.96	Kult	£6.96	Shadow Dancer	£16.96
Billiards 2 Simulator	£16.96	Last Ninja II	£6.96	Shadow of the Beast II	£22.95
Blade Warrior	£16.96	Last Ninja III	£16.96	Shadow Sorcerer	£17.95
Blues Brothers	£16.96	Leander	£16.96	Shufflepack Cafe	£6.96
Bonanza Brothers	£16.96	Leather Goddess Of Phobos	£7.95	Silent Service II (1 meg)	£23.95
Boston Bomb Club	£16.96	Led Storm	£6.96	Silkworm	£6.96
Cadaver	£16.96	Leisure Suit Larry II	£25.96	Sim City/Populous	£19.95
Cadaver - The Payoff	£10.95	Leisure Suit Larry III	£25.96	Sim Earth	£19.95
Capcom Collection	£19.95	Lemmings	£15.96	Simpsons	£15.96
Captain Planet	£16.96	Lemmings Data Disk	£9.95	Sliders	£15.96
Cardiacc	£16.96	Life and Death	£16.96	Smash TV	£16.96
Carrier Command	£7.95	Little Puff	£6.96	Soccer Manager - Multi Player	£16.96
Challengers (Comp)	£19.95	Lombard RAC Rally	£6.96	Speedball	£7.95
Chaos Strikes Back	£16.96	Lord of the Rings	£16.96	Speedball II	£15.96
Chase HQ II	£15.96	Lotus Esprit Turbo Challenge	£15.96	Spindizzy Worlds	£15.96
Chuck Rock	£16.96	Lotus Turbo Challenge II	£16.96	Starglider II	£7.95
Cohort - Fighting For Rome	£20.95	M1 Tank Platoon	£19.95	Steve Davis Snooker	£8.19
Continental Circus	£6.96	MAX (Comp)	£17.95	Stratego	£16.96
Crazy Cars	£6.96	Maddog Williams	£19.95	Stryx	£6.96
Cruise For A Corpse	£16.96	Magic Garden	£16.96	Supaplex	£16.96
Cybercon III	£16.96	Magic Pockets	£15.96	Super Hang On	£6.96
Darkman	£15.96	Magnetic Scrolls Collection	£19.95	Super Monaco G.P.	£16.96
Das Boot	£20.95	Manchester United Europe	£16.96	Super Space Invaders	£16.96
Death Knights Of Krynn (1 meg)	£19.95	Maupiti Island	£19.95	Supercars	£6.96
Defender of the Crown	£7.95	Mega Twins	£16.96	Supercars II	£15.96
Deluxe Paint IV	£59.95	Mega-Lo-Mania	£19.95	Supremacy	£19.95
Deuteros	£19.95	Megatraveller I (1 meg)	£19.95	Swap	£16.96
Devious Designs	£16.96	Microprose Golf	£22.95	Switchblade	£6.96
Dizzy Collection	£16.96	Midwinter	£19.95	Switchblade II	£16.96
Double Dragon II	£7.95	Midwinter II (1 meg)	£22.95	Team Suzuki	£15.96
Dungeon Master (1 meg)	£16.96	Mig 29 Soviet Fighter	£5.95	Terminator II	£15.96
Elf	£15.96	Mig 29 Super Fulcrum	£22.95	Test Drive II Collection (comp)	£19.95
Elvira (1 meg)	£19.95	Monster Business	£16.96	Thunderhawk	£19.95
Executioner	£16.96	Monster Pack (Comp)	£16.96	Thunderjaws	£16.96
Exile	£16.96	Moonbase (1 meg)	£22.95	Tip Off	£16.96
Eye of the Beholder (1 meg)	£19.95	Moonfall	£16.96	Toki	£15.96
F-15 Strike Eagle II (1 meg)	£22.95	Movie Premier Collection	£19.95	Toobin	£6.96
F-16 Combat Pilot	£16.96	Myth	£16.96	Total Recall	£15.96
F-19 Stealth Fighter	£19.95	Nam	£19.95	Treasure Island Dizzy	£4.49
F-29 Retaliator	£15.96	Navy Seals	£15.96	Turrican	£6.96
Falcon Classic Collection	£22.95	Nebulus 2	£16.96	Turrican II	£15.96
Fantasy World Dizzy	£6.96	New Zealand Story	£6.96	U.M.S II	£19.95
Fast Food	£5.95	Ninja Warriors	£6.96	Ultima V	£19.95
Final Blow	£16.96	North & South	£6.96	Under Pressure	£16.96
Final Fight	£16.96	Operation Stealth	£16.96	Utopia	£19.95
First Samurai	£16.96	Operation Wolf	£6.96	Viz	£13.95
Fists of Fury (Comp)	£16.96	Ork	£16.96	Volfield	£16.96
Flight of the Intruder	£22.95	Outrun Europa	£16.96	Warzone	£13.95
Flood	£8.95	PGA Tour Golf	£16.96	Waterloo	£7.95
Floor 13	£23.95	Pang	£15.96	Wheels of Fire (comp)	£19.95
Formula One Grand Prix	£22.95	Panza Kick Boxing (1 meg)	£16.96	Wild Wheels	£15.96
Frenetic	£16.96	Paperboy 2	£16.96	Wings	£19.95
Full Blast (Comp)	£19.95	Pegasus	£16.96	Wings (1 meg)	£19.95
Full Contact	£7.95	Pit Fighter	£16.96	Wizball	£6.96
Gauntlet II	£6.96	Platinum (comp)	£16.96	Wolfpack (1 meg)	£19.95
Gauntlet III	£16.96	Populous 2	£19.95	Wonderland (1 meg)	£19.95
Geisha	£16.96	Power Pack (comp)	£16.96	World Class Leaderboard	£6.96
Ghostbusters 2	£6.96	Power Up (comp)	£19.95	World Class Rugby	£16.96
Gods	£15.96	Powerdrift	£6.96	Wrath of the Demon	£19.95
Golden Axe	£16.96	Powermonger	£19.95	Xenon II	£7.95
Grandstand (Comp)	£19.95	Prehistorik	£16.96	Xybots	£6.96
Gunboat	£20.95	Prince of Persia	£15.96	Yolanda	£6.96
				Z-Out	£13.95
				Zone Warrior	£16.96

3 1/2"

Double Sided
Double Density

QUANTITY	PRICE
10	£4.30
20	£7.80
25	£9.95
30	£11.50
35	£12.95
40	£14.25
45	£16.00
50	£18.25
80	£27.60
100	£32.90
120	£39.40
150	£48.95
200	£61.95
300	£91.90
400	£119.90
500	£149.75

FULL NO QUIBBLE
REPLACEMENT
GUARANTEE

100% ERROR
FREE

WITH
LABELS

BOXES

(with keys, labels, dividers)

10 £0.94	40 £4.95	50 £5.60
80 £6.30	100 £6.80	120 £8.75

Cumana CAX354 External
Disk Drive£57.95
Zydec 1/2 Meg Memory
Upgrade with clock£29.95
Zydec 1/2 Meg Memory
Upgrade without clock....£26.95
Contriver Quality Mouse.£14.75
Mouse Mat£2.95

All Prices include postage and VAT and are effective until December 31st 1991

New titles will be sent as they are released.

Credit Card orders:
(9.00am - 10.00pm, 7 days not an answer phone)

071-608-0624

Cheques/Postal Orders to

DataGem Ltd, Dept AF, 23 Pitfield Street, London, N1 6HB

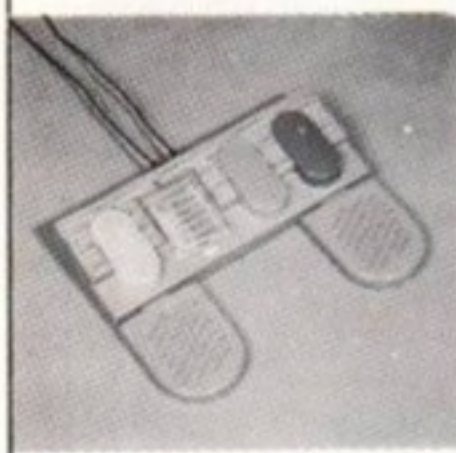
Showroom open Monday - Friday 10am - 6pm

Exit 2, Old Street Tube

AIRCRAFT QUALITY CONTROLS

from R.C. Simulations

New Flight Pedals



Designed to use in conjunction with the brilliant Gravis MouseStick®, the pedals are supplied with custom software to interface with Flight Simulator 2® dramatically increasing the realism and allowing the use of a second joystick for throttle control. Flight pedals also perform with F16 Combat Pilot and all car racing games.

Only £34.95 + p&p Including FS2 software patch.

GOLD AWARD

The Gravis MouseStick® Better than the BEST Analogue Stick

GOLD AWARD

For sophisticated simulation enthusiasts, who demand PERFECT control, with programs such as Proflight, F19, Mig29, etc. A professional quality, programmable optical joystick C/W 16k microprocessor and L.C.D. screen offering 1200 line count resolution. Works perfectly with all simulations with sensible mouse routines and any others in its programmable joystick mode. No other joystick comes even close to the Mouse Stick for performance, reliability and pleasure in use. £69.00 + p&p



Full technical support and 1 year guarantee.

S.A.E or telephone for full details.

Telephone (0272) 550900

Fax: (0272) 411052

R.C. Simulations

Unit 1b Beehive Trading Estate

Crews Hole Road

St. George

Bristol BS5 8AY

* SPECIAL CHRISTMAS PRICE £99.00 per SET

FOOTBALL MASTERS



Football Masters is the very latest Multi-Manager Football Simulator for 16 bit computers. After 4 years of development we are proud to announce the release of the most comprehensive football management game ever. It's waiting to test your skills right now! Features Include:-

Multi-Manager game for 1 to 4 Players. Three levels of difficulty.

Match highlights minute by minute, make substitutions or team changes at any time. Live injuries, yellow/red cards and named goalscorers. 1MB version has extra Graphics, animations and realistic digitised sounds. (An option can turn this feature off).

Full UK and European Cup itinerary. Includes FA, League, Zenith Data, Leyland Daf, European, Cup Winners and UEFA Cups. All cup match rules have been made as accurate as possible. Two Leg Ties, Extra Time, Away Goal Rule, Seeded Draws, Byes, etc.

All 4 league divisions with play-offs and league expulsion.

Real initial, surname, league career records, height and age entered for all players as at the start of the 91/92 Season. Five skill ratings per player, separate five for goalkeepers. Plus 15 other special attributes like Captain, Super Subs & Mobility.

A lively and real-time transfer market, with an approach facility, negotiate wages and contracts. Plus loans, free transfers and trainees. Unique and simple training system to improve player skills.

High quality printer facilities to list all the vital information. Masses of historical statistics on past games, players and manager. Quick game data load and save.

All screens updated quickly and displayed in a pleasant format, which is easy to use and comfortable to read. Fully mouse operated. Printed instruction booklet with plenty of diagrams. A separate Editor is available to change saved/initial details.



ESP Software, 32a Southchurch Road, Southend-on-Sea, Essex SS1 2ND

There are many, many other little things that make this game the most addictive and accurate interpretation of a Football Managers season. It would be impossible to list all the features in this advert but we assure you that this is the best. We have thousands of satisfied customers from our previous edition of this game, many are still playing it 18 months after purchase. See the order form below for details on how to order this incredible game. Available for all Atari ST's and Amiga's. PC version coming soon.

WRESTLING MASTERS

An amazing graphical strategic simulator that's fun for all the family. 0, 1 or 2 players on keyboard, mouse or joystick. Pick your moves from the selection available and watch your animated warrior battle it out. Watch the energy bar indicators and plan your moves.

You can edit your very own new wrestler or amend a wrestler already created (16 are provided on the game to begin with). You can change any name, colour of tights, linings, flesh tone and hair together with all the fighting skill values, weight etc. Instructions are also provided which show you how to change the way any wrestler looks or you can create whole new ones. Amiga 1MB RAM. Only £19.95

24 HOUR CREDIT CARD HOTLINE

(0702) 600557 Answer Phone Outside Office Hours
FAX (0702) 613747

MAIL ORDERS

All the programs detailed in this advert are only available through direct mail from ESP Software.

Name Address

Postcode Tel

I have an _____ computer, please send me the following items:-

Quantity	Description	Unit Cost	Total
	Football Masters 512K	19.95	
	Football Masters 1MB	24.95	
	Football Masters Editor (Not 512K Amiga)	12.00	
	Wrestling Masters (AMIGA 1MB ONLY)	19.95	
	Amiga 512K RAM Expansion	29.00	
	Amiga 512K RAM Expansion + Clock	34.00	
	POSTAGE (Non UK add £1.00, not BFPO)	1.00	
	GRAND TOTAL		

If you have a cheque guarantee card or credit card please write its number on the reverse of your cheque, doing so will ensure dispatch within 48 hours of receipt.

I enclose a Cheque/Postal Order made payable to ESP SOFTWARE.

Cut out and post this form to: (photocopies or written orders are acceptable)

ESP Software (AF), 32a Southchurch Road, Southend-on-Sea, Essex SS1 2ND, UK.

ANALOGIC
ANALOGIC
ANALOGIC

Analogic Computers
(UK) Ltd
152 Latchmere Road
Kingston-upon-Thames
Surrey KT2 5TU

Telephone
Mon-Sat 9am-7pm
081-546 9575
Tel/Fax:
081-541 4671

COMPUTERS

Amiga A500 Plus Cartoon Classics Pack (1Mb) £359.00
Amiga A500 1Mb Class of the 90's Pack £499.00
Amiga A500 1Mb Class of the 90's (The First Steps) £499.00

DISK DRIVES

Internal Sony 3.5" Disk Drive £49.95
External 3.5" Disk Drive £59.95

PROTAR HARD DRIVES Please phone for prices

MONITORS

Protar Visto C14M colour monitor and cable £235.00
Philips 15" TV/monitor (model 2331), remote control + teletext + scart cable £269.00
Philips 15" TV/monitor (model 3332), remote control + scart cable £239.00

MEMORY FOR A500 AND A500 PLUS

8 MEG External RAM Expansion £399.00
4 MEG for A500 £279.00
2 MEG and A500 plus £179.00
512K RAM Expansion for A500 Plus £34.95
1 MEG £54.95
512K RAM Expansion for A500 with clock £29.95

ACCESSORIES

Amiga/Atari mouse (290 dpi) £14.95
Mouse mat £4.95
Dust cover £4.95
Beeline High Quality Stereo Sampler £24.95
Anti-Click/Boot Selector £19.95
Mouse/Joystick Switcher £14.95
Software/Hardware Copier £39.95
Software/Hardware Copier + Utilities £49.95
Super Pro Zip Stick (Joystick) £14.95
Amiga A500 Power Supply £44.95

AMIGA A500 REPAIRS

Without diagnostic fees

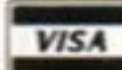
★ Fixed charges ★ Fast turnaround **£49.95**

★ We provide pick-up service for repairs for only £5.00 + VAT

★ All prices include VAT and NEXT DAY DELIVERY subject to availability

★ Fixed charge for repairs does not include Disk Drive Replacement & Keyboard

★ All prices subject to change without notice



VOLTMACE



ANALOGUE JOYSTICKS

Almost all the top flight sims now have Analogue joystick routines, but do make sure before you buy. The main ones are:- F19, F117A, F15II, MIG29, MIG29 Super, Knights of the Sky, Pro Flight (Tornado), Flight of the Intruder, Birds of Prey, Chuck Yeager, Flight Sim II.

THE ZOOMER YOKE (ANALOGUE) sprung return, is 11" tall and 11" wide with suction feet, it can also work as a digital yoke.....	£59.95
ZOOMER digital yoke for Amiga or Atari	£39.95
THE DELTA 3A analogue joystick, a light, fast hand held sprung return to centre joystick for the faster combat flight sims	£16.95
DELTA BASE A yoke joystick (analogue not sprung).....	£34.95
Joystick port splitter (all 9 pins) £4.95 or £3.00 with joystick. The above splitter is needed to plug a Delta 3A into an A1500 or A2000 AMI-Cat mouse eliminator joystick.....	£34.95
Flight Sim II (Sub Logic).....	£29.95
Scenery Disks (Western European, Hawaiian Odyssey etc).....	£16.95
Airwars P.D.	£1.50
Amiga Boot Virus Protector (disk drive throughport)	£4.95
0.5 meg plug-in memory upgrade.....	£27.95 or with clock £29.95

Flight Sim programs stocked. Prices include VAT & UK P&P.
Delta 3A joysticks should be available through your local dealers.



Unit 9, Bondor Business Centre, London Road
Baldock, Herts, SG7 6HP. Telephone (0462) 894410



HARRIS COMPUTERS

23 Rennishaw Way, Links View, Northampton, NN2 7NF

AMIGA

A500 Standard Pack	£309
A500 with 512K Upgrade	£334
A500 Cartoon Classics 1 Meg	£375
NEW A500 Plus 1 Meg	£375
NEW CDTV price smash only	£499
A1500 with Software	£649
A1500 Software + Monitor	£899
512K Ram Upgrade Boards	£25
A590 20Mb Hard Disk Drive	£289
A590 + 2Mb Ram fitted	£369
GVP 52Mb Hard Disk Drive	£399
Cumana CAX354 external drive	£65

PRINTERS

Citizen Swift 9 pin Mono	£189
Citizen Swift 9 pin Colour	£209
Citizen 124D 24 pin Mono	£205
Citizen 224 24pin Colour NEW	£259
Citizen Swift 24E Colour NEW	£299
Star LC200 9 pin Colour	£219
Star LC200 24 pin Mono	£259
Star LC200 24 pin Colour	£299
HP Deskjet 500 inkjet 300 dpi	£399

All printers include a free cable.

MONITORS

1084S Stereo Colour Monitor	£249
Philips CM8833 MKII Monitor	£249

SOFTWARE

Phone for best prices on serious software DTP, Wordprocessors, etc....

MUSIC

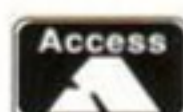
Midi Software and Hardware	
Dr. T's	
KCS lev II 3.5 pro sequencer	£259
TigerCub entry level sequencer	£99
Copyist Apprentice notation	£99
Synth Editors for Yamaha, Korg, Kawai, Roland, Casio, Proteus from	£89
Synth Sounds for above synths by SOUND SOURCE Unlimited	
Prices from £20 disk, £39 rom card	
MIDIMAN midi accessories	
ALESSIS SR16 Drum Machine	£299
All Alessis products available	

ACCESSORIES

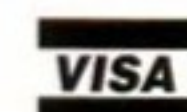
A500 512K Ram Upgrade	£25
Blank 3.5" DSDD unbranded disks:	
20 disks including labels	£10
50 disks including labels	£22
100 disks including labels	£38
Joysticks from	£5
Dustcovers various	£5.50
Mouse Mats	£4
Printer Stands	Various

Prices and Specifications are subject to change without notice. Goods are not sold on a trial basis.

Prices include VAT. Postage £3.50 Courier £7.00



0604 791111



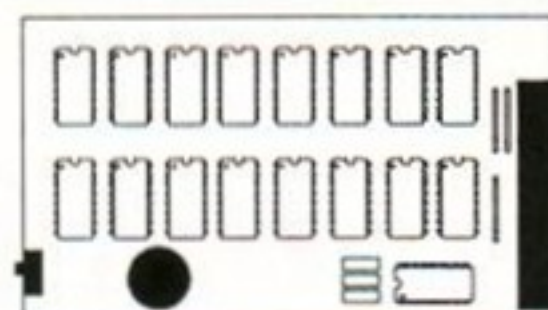
Credit Card Hotline Tel: 0276 676308



Innovation House,
Albany Park, Frimley,
Surrey, GU15 2PL.
Fax: 0276 676309



Amiga A500 RAM CARDS



V500: ½Mbyte expansion.

Upgrade your Amiga A500 to 1Mb. Chip/fast ram compatible, gold plated connector, On/Off switch.

ONLY
£23.99

V501: ½Mbyte expansion + Clock.

As V500 + Battery backed real time clock

ONLY
£27.99

V2000: 2Mbyte expansion + clock.

Upgrade your Amiga A500 to 2.5Mb. Expandable in ½Meg stages, compatible with Kickstart 1.2 & 1.3, On/Off switch, gives 1Mb of chip ram + 1.5 Mb fast ram if required. Comes complete with Gary connector & full installation instructions.

V2000 bare board
£37.95
V2000 + 2Mbyte
ONLY
£104.95

V4000: 4Mbyte expansion + clock.

Upgrade your Amiga A500 to 4.5 Mb. Same as V2000 but gives an additional 4Mb of fast ram or 3.5Mb fast + 1Mb chip ram

V4000 bare board
£63.00
V4000 + 4Mbyte
ONLY
£198.00



3½" LOCKABLE DISK BOXES

10 Capacity (not lockable) 89p	
40 Capacity	£4.47
80 Capacity	£5.41
100 Capacity	£6.44

3½" DSDD Disks
2 for 1 guarantee
including disk labels
£4.45 for 10

SONY Disks
3½" DSDD
ONLY £5.80
FOR 10

External 3½" Disk Drive

Top quality, low noise, high reliability 1meg drive. Sony mechanism, Through port, on/off switch.



ONLY £54.95

Ram chips 256Kx4, V2000, V4000 & A590 compatible. ONLY £17.59 for ½Mbyte

Dispatch within 24 hours
12-month guarantee.
Cheques, Postal orders to Virgo
Developments at above address.
Express Courier delivery
(UK mainland only) £6.50
Call 24 hours 7 days a week

All prices
include VAT,
postage &
packaging. No
hidden charges

The new, updated complete guide to the Amiga

CREATIVITY GUIDES

Get results by reading our advice on what software to buy in graphics, 3D, animation, DTP, digitisers, scanners, music, video, education, multimedia.

PRODUCTIVITY GUIDES

More buying suggestions and solid advice on the practical areas of word processing, databases, spreadsheets, accounts software, comms, programming.

INFO FOR BEGINNERS

Features to introduce the Amiga, explain how it works and get you started in any area of Amiga use including Workbench and the CLI.

HARDWARE EXPLAINED

Overviews of hardware and its functions, including buying recommendations on printers, emulators, monitors and more.

PUBLIC DOMAIN

The whole world of free and next-to-nothing software explained, explored and elucidated. The best in utilities targetted and the demos scene exploded.

WORKBENCH TECHNICAL TIPS

A whole host of interesting and useful advice and information, from hardware to software and back.

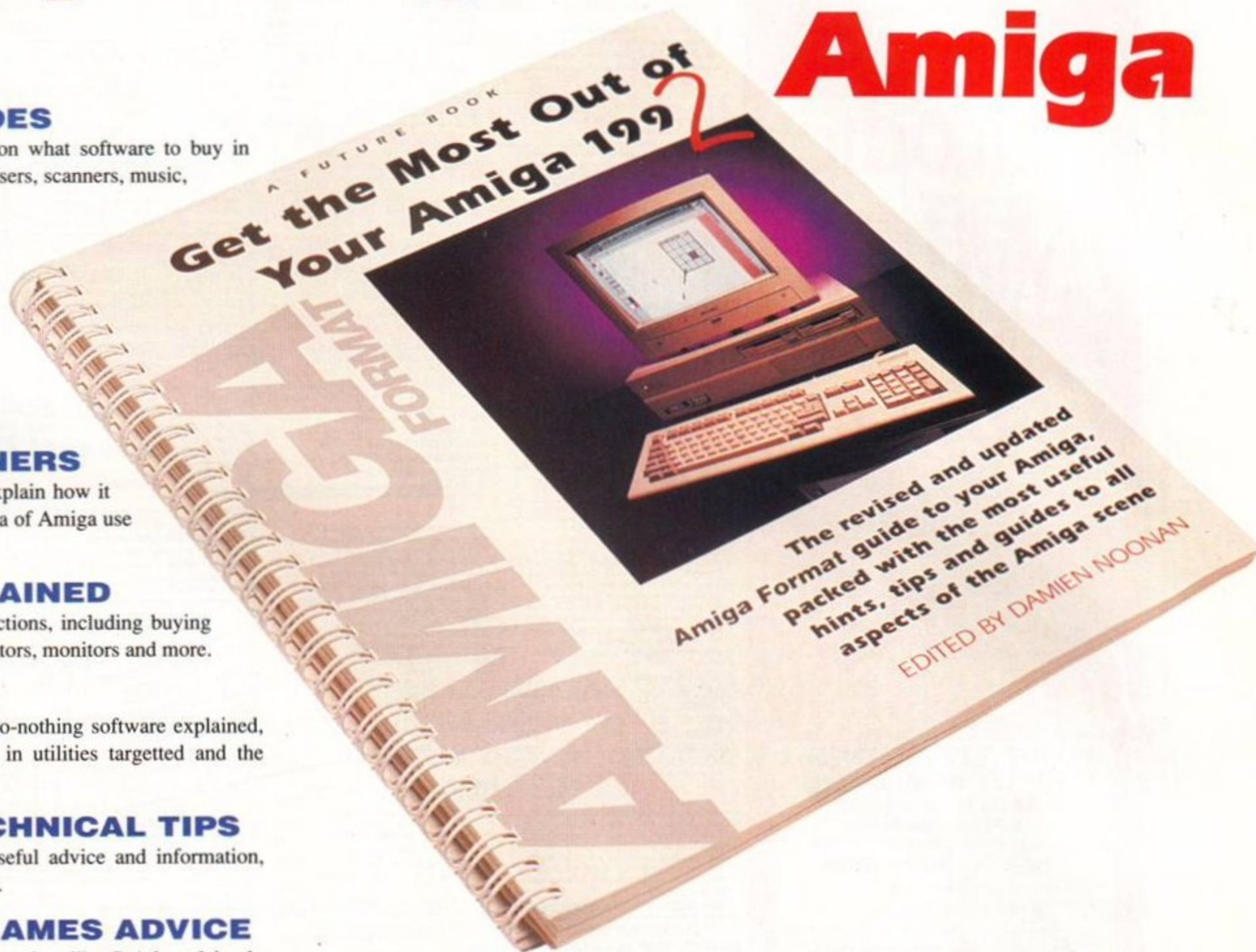
GAMEBUSTERS GAMES ADVICE

Including tips and hints for old favourites like *Rainbow Islands*, *Batman*, *Rick Dangerous*, *Dungeon Master* and *Shadow of the Beast 2* as well as some of the recent hits like the game of the year *Lemmings* and the amazing *Supercars 2*.

PLUS!

TWO COMPLEMENTARY DISKS FOR ONLY £4.00 EXTRA FEATURING:

JRComm communications package ● **Scenery** fractal landscape generator ● **Cruncher** compression utility ● **ScreenX** saves screens as pictures ● **Iconmaker** icon creator ● **SysInfo2** tells you what's in your Amiga ● **WhereIs** helps you find files ● **Border** switches off screen borders ● **ClickDOS** the power of CLI without the hassle ● **Safeboot** protects your games from viruses ● **ViewILBm** displays pictures easily ● **Quicklens** magnifies your screen ● **WB Hacks** a bit of fun ● **MegaWB** scroll round a massive screen ● **FuncKey** customises key set-ups ● **ScreenShift** adjusts screen positioning ● **ZeroVirus** virus killer ● **Zap** binary file editor ● **BootIntro** adds intros to your disks ● **RSLClock** full toolkit ● **DropCloth** adds colourful Workbench screens ● **TaskControl** sets your priorities ● **SuperEcho** real-time sound processing ● **FPic** image processing ● **DropShadow** smartens your Workbench ● **DecHexBin** programmer's calculator ● **MandelMountains** excellent fractal creator ● **Spread** simple spreadsheet program



Costing only £9.95 and completely rewritten to include up-to-the-minute information, this is the most comprehensive overall guide there is to every aspect of the Amiga and what to do with it.

ORDER FORM

I would like to order ___ copy/copies of
 GET THE MOST OUT OF YOUR AMIGA 1992
 at the price of **£9.95 (+1.45 per copy P&P)**
 I would like to order ___ copy/copies of
 GET THE MOST OUT OF YOUR AMIGA 1992
 plus 2 disks for **£13.95 (+1.45 per copy P&P)**

If paying by cheque please send payment with this order form in a sealed envelope to:

AMIGA FORMAT GTM 1992 Book
FREEPOST
Future Publishing Ltd
Somerton, Somerset TA11 7BR

No stamp required if posted in the U.K.

Please allow 28 days for delivery.

Name _____

Address _____

Post Code _____

Telephone _____

I enclose cheque/PO for £ _____

Please debit my Access/Visa card: (delete as appropriate)

My card no. is _____

Expiry date _____

Signature _____



CARTOON CLASSICS

A500+ KEYBOARD
BUILT-IN DISK DRIVE
* 1 MEG RAM
MOUSE
TV MODULATOR
* WORKBENCH 2.
* BUILT-IN CLOCK
TOTAL VALUE £531.95

LEMMINGS
THE SIMPSONS
CAPTAIN PLANET
DELUXE PAINT 3
FREE WEEKEND BREAK
FOR TWO.

EXTENDED WARRANTY AVAILABLE
PLEASE - SEE BELOW.

AMIGA PLUS

ONLY £359.99
**£399.98 with 10
STAR PACK**

SUPERB 10 STAR PACK

DUNGEON QUEST
SOCCER
KID GLOVES
MICROSWITCH JOYSTICK
10 DISKS, LABELS & BOX
MOUSE MAT
TAILORED DUST COVER
+ GFA BASIC
RVF HONDA
POWER PLAY
SHUFFLE PUCK CAFE
TOWER OF BABEL
DATASTORM
E MOTION
GRAND MONSTER SLAM

ALL FOR JUST £39.99

WITH ANY AMIGA PACK. (Or £55.99 separately.
10 Star Games only - no joystick or accessories -
£29.99) **Total value over £275**

COLOUR MONITORS

FOR EXTENDED WARRANTY - SEE BELOW.

PHILIPS CM8833 MK2

WITH FREE F19 & ON SITE
WARRANTY + Free leads.

ONLY £239.99

COMMODORE 1084S

ONLY £259.99 Free leads

AOC MULTISYNC - HIRES	£349.99
CITIZEN 14 i HIRES (FLICKER FXR REQ'D)	£329.99
A500 FLICKER FIXER	£239.99
A1500 FLICKER FIXER	£149.99
MONITOR PLINTH 1	£25.99
MONITOR PLINTH 2 WITH SHELF UNDER	£35.99

CD TV
£449.99

**LOWER
PRICE**

Many CDTV
disks now
available

CITIZEN PRINTERS

EXTENDED WARRANTY AVAILABLE PLEASE - SEE BELOW.

CITIZEN 120D+	£134.99
CITIZEN 124D (24 pin)	£199.99
CITIZEN SWIFT 9 COLOUR	£199.99
CITIZEN SWIFT 24e COLOUR	£289.99

CITIZEN SWIFT 9X & 24X ALSO
STOCKED AT DISCOUNT PRICES.

STAR PRINTERS

UK's No. 1
AMIGA
DEALER

EXTENDED WARRANTY AVAILABLE PLEASE - SEE BELOW.

STAR LC20 b/w	£149.99
STAR LC24-10 b/w	£199.99
STAR LC-15 wide b/w	£249.99
STAR LC24-200 b/w	£239.99
STAR LC200 colour	£199.99
STAR LC24-200 colour	£289.99
STAR LASER 4	£899.99

**FREE PRINTER CABLE & DRIVER
DISK WITH ALL PRINTERS.**

SPECIAL DEALS

PRICE SHOWN INCLUDES
A500+ CARTOON CLASSICS
PACK AS LISTED ABOVE.
+ CM8833mk2 £584.99
+ CITIZEN 120D £489.99
+ 8833+ C120D £719.99
+ SWIFT 9colour £549.99
+ SW 9c + 8833 £774.99
OTHER PACKAGE DEALS
AVAILABLE - PHONE

AMIGA 1500

≡ 1 MEG RAM
≡ TWO 3.5" DRIVES
≡ DELUXE PAINT 3
≡ HOME ACCOUNTS
≡ THE WORKS
≡ ELF
≡ TOKI
≡ PUZZNIC
≡ GET THE MOST OUT OF
YOUR AMIGA - BOOK
ONLY
£689.99
+ 1084S - only
£939.99
FREE NEXTDAY DELIVERY

HARD DRIVES

**LOWER
PRICES**

A590+ 20meg + 0meg RAM	£289.99
A590+ 20meg + 1meg RAM	£309.99
A590+ 20meg + 2meg RAM	£339.99
DATAFLYER 500 56meg in stock at	£349.99*
DATAFLYER 500 130meg in stock at	£499.99*
DATAFLYER 2000 56meg	£299.99*
DATAFLYER 2000 130meg	£449.99*
A590 56meg UPGRADE KIT	£209.99*
A590 130meg UPGRADE KIT	£359.99*

* NOW FITTED WITH LATEST NEC SCSI DRIVES.

*Unformatted sizes

EXTENDED WARRANTY AVAILABLE PLEASE - SEE BELOW.

**SPECIAL
OFFER**

Lemmings;
Captain
Planet; The
Simpsons;
Deluxe Paint 3
only £49.99.
(Worth
£156.96)

© TRILOGIC 1991/2.
E&OE

EXTERNAL DRIVES.

Compatible with all Amigas & CDTV

ROCTEC RF332C	£54.99
ROCTEC RF382C	£59.99
CUMANA CAX354 3.5"	£59.99
CUMANA 51/4" DRIVE	£109.99

**CLASS of
the 90's
PACK
£449.99**

LOW COST 1/2 MEG UPGRADES.

LOW POWER, WITHOUT CLOCK & BATTERY, £26.99
4 CHIP DESIGN, WITH WITH CLOCK & BATTERY £29.99
ON/OFF SWITCH

AMIGA 500 PLUS COMPATIBLE

A1500/2000 2-8MEG MEMORY CARD ONLY £79.99

1meg*9 \$imms - £37.99 each. Minimum of 2 req'd (= 2megs).

EXTENDED WARRANTIES.

including Accidental Damage Insurance.
LOW COST - NO REPAIR BILLS FOR 3 or 5 YRS.

For a small sum, why not have that extra peace of mind, & avoid possible expensive repair bills by taking out one of our low cost Extended Warranties including Accidental Damage Insurance. Specially arranged by our customer services department for the benefit of all our customers, with one of the UK's leading insurance companies.
Any item costing under £400 inc vat, covered for three years from date of purchase for **only £44.99**, or £64.99 for five years from date of purchase. Covers all repairs & accidental damage, with very few exclusions.
Even one minor repair could cost more than the cost of 3year cover. Items over £400 - please enquire. Full written details on request. Available on most hardware items.

AMIGA SUPERMARKET

ALL PRICES
INCLUDE VAT
& CARRIAGE

TRILOGIC, Dept AF1,
UNIT 1,
253 NEW WORKS RD,
BRADFORD, BD12 0QP
TEL: 0274 691115 (5 lines)
Fax: 0274 600150
Commodore dealer since 1984

STOP PRESS

KINDWORDS 2	£39.99
PEN PAL	£54.99
HOME ACCOUNTS 2	£49.99
AUDIOMASTER 4	£54.99
AUDITION 4	£44.99
NAKSHA MOUSE + OPERA- TION STEALTH + MAT	£27.99
ROCGEN +	£159.99

MORE

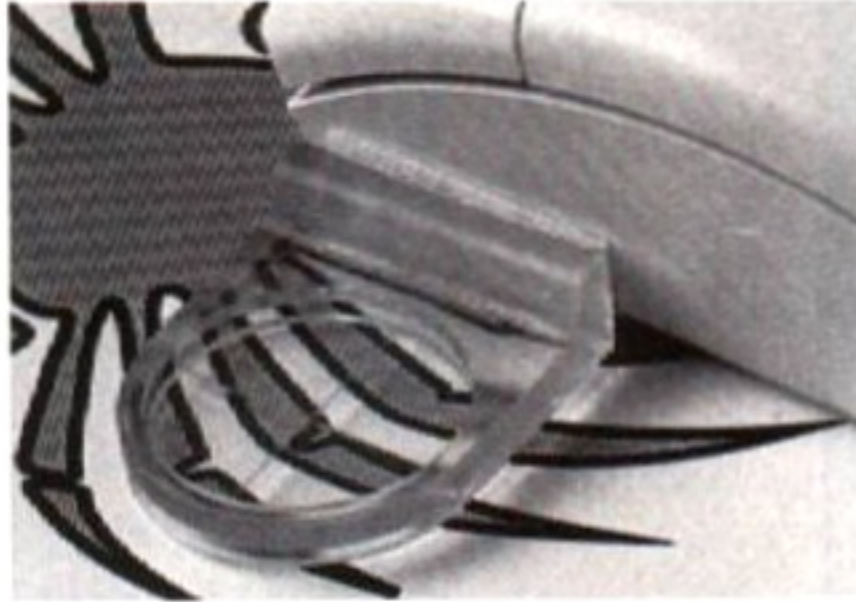
**Ideal
Christmas gift!**

TRACEY

*Turn your mouse into a
digitiser – for just £7.95!*

Do you want to trace photographs and sketches into your DTP or graphics package? You need Tracey! This precision-moulded transparent puck attaches to your Amiga's mouse to give a quick visual guide of what you are tracing. Fixes to either side of the mouse for left or right handed use.

- ★ Removable when not in use
- ★ Ideal for Naksha, Commodore and all flat-sided mice
- ★ Only £7.95 including VAT and p&p



"This novel little device makes copying pictures easy" –
Amiga Format, Nov. '90

"If the rule that all the simplest ideas are the best is applied,
then Tracey gets the prize" – *Computer Shopper, Jan '91*

Cheque with order. Trade enquiries welcome.

**SideWise Ltd (Dept AF30), PO Box 4,
Totnes, Devon TQ9 7EN**

B.J. PRINT & GRAPHICS



PROFESSIONAL AMIGA IMAGESETTING BUREAU

We offer: film or paper up to A3 (2 x A4), resolutions up to 2400 x 2400 DPI, 4-colour separations and calibrated grey scales (perfect halftones) to an accuracy of more than .004", full page buffering (no banding), 24Bit rendering of Real 3D, hi-res 24Bit digitising from a video source, A4 24Bit 600 DPI scanning, typesetting (galley or pagination) & full colour printing service.

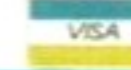
ALL DEDICATED TO THE AMIGA

5-7 EAST STREET (PRO-BYTE)

TORQUAY, DEVON. TQ2 5SD

TEL: 0803 666003 FAX: 0803 291904

YOU'LL NEVER KNOW UNLESS YOU TRY !



Matrix Leisure

HOW MANY SOFTWARE TITLES ARE PARKED IN YOUR GARAGE?

**Ever wished you hadn't spent hard earned cash
on titles you're disappointed with?**

**The Matrix 'buy back' scheme is the answer!
We buy them back!**

*** Super Fast Service * Computer Helpline
* Over 700 Top titles - Latest Releases, Business,
Utilities, Education * No commitment to buy**

*** Super Prices - (example prices from our lists of over
700 titles - retail £25.99,
Matrix £17.09, retail £30.64, Matrix £20.24)++**

**Matrix - established 1981 - over 21/2 thousand
members. Whatever your taste in software it will
pay you to find out more today!**

For information pack and full lists send large s.a.e. stating
your machine or phone customer services on
0920 444224.

Matrix Leisure Services, Dept AMF1,
Unit 4, Mill Studio Business Centre,
Crane Mead, Ware, Herts, SG12 9PY

**1/2 price first years membership
subscription!**

++ prices based on current lists and promotions

FREE Wordprocessor or Games Software

with every copy of the latest book from Bruce Smith Books

Mastering Amiga Beginners

by Phil South – The complete Amiga beginners guide.

If you have recently purchased an Amiga, or have had one for some time but feel you are not getting to grips with what lies behind that keyboard then this *really* is the book for you. This book will take you step-by-step through every aspect of using the Amiga – in a logical manner, introducing new topics as they are needed so as to become a powerful torchlight through the fog of computer jargon.

Containing 320 large-format pages, Mastering Amiga Beginners is applicable to all Amigas and Workbench versions including 1.3 and 2 and costs just £19.95. If you order direct from Bruce Smith Books you will also receive a FREE disc of PD software – choose either a wordprocessor and spelling checker or a Games Compendium (please state which you require).

Mastering Amiga Beginners will not make you an expert in any one subject but it will provide you with a solid grounding to allow you to investigate those areas which appeal to you. Mastering Amiga Beginners will be available December 4th – no cheques or credit cards will be cashed or debited until the book is dispatched. Order today to avoid delay!

Mastering Amiga C by Paul Overaa £19.95
includes FREE programs disk and North C Compiler when ordered direct.

Mastering AmigaDOS Volume One by Mark Smiddy £21.95
includes FREE scripts disk when ordered direct.

**Ordering: Send cheques/POs made payable to 'Bruce Smith Books' to:
Bruce Smith Books (FM), FREEPOST 242, PO Box 382, St. Albans,
Herts, AL2 3BR. Phone your Access/Visa number & expiry date to
(0923)-894355 (24 hrs). All books dispatched same day where possible.
Postage free in UK. Add £5 for overseas airmail orders.**

LEEDS AMIGA CENTRE

AMIGA - THE RANGE

NEW! A500 Plus - 1 Meg Ram on board
NEW V2 operating system & workbench
Hi-Res no flicker mode + much more
Comes with Cartoon Classics software

STILL £369.95

Philips 8833 Monitor (Inc F19 Stealth Fighter)
When bought with Amiga

ONLY £239.95 inc Free Lead

A1500/2000 SPECIALISTS

We don't just supply boxes. We can tailor systems to suit your needs and your pocket. Feel free to call in or phone for advice on hard drives, accelerators and memory upgrades.

1500 Inc The Works!, DPaint III, Home Accounts
and three great games.

ONLY £679.00

ESSENTIAL ITEMS

At Once	£179.00
KCS Power Board	£225.00
Rendale 8802	£159.00
Internal Drives	£49.00
External Drives.....	£58.00
ZY-FI Sound System	£35.00
Power Supply	£49.00
Modulator	£29.00
Midi Connector	£19.00
Samplers	£35.00
Dust Covers	£5.00
Amiga To Scart	£11.00
Light Pen	£39.99

MEMORY EXPANSION

Protar 1/2 Meg/Clock ...	£28.99
Supra 2 Meg (1 x 4 chip).....	£185.00
Supra 4 Meg	£259.00
Supra 8 Meg	£397.00

B2000/1500 8 Meg Boards
Populated 2 Meg
£169.00

HARD DRIVES

Choose from top names like GVP, Supra and Protar.
No 'home made' jobs here. Just reliable products from the
best names in the business.

A500

GVP 52 Meg.....	£399.00
Supra 52 Meg.....	£475.00
Protar 20	£279.00
Protar 30	£349.00
Protar 50	£429.00
Protar 50 DC.....	£529.00
Protar 80	£599.00
Protar 100 DC.....	£639.00

A1500/2000

GVP 52 Meg with 8 Meg Ram Expansion (Unpop)	£299.00
GVP Controller Card With 8 Meg Ram (Unpop)	£179.00
Larger sizes available CALL FOR PRICES	

PRINTERS

NEW! Citizen Swift 24E. Now with 2 extra
NLQ fonts, 20 CPS faster in NLQ mode
FREE Colour Upgrade
JUST £299.00

NEW! Citizen 48P Portable
Unbelievable quality from an
unbelievably small unit
OUR PRICE £289.00

NEW! Canon BJ10EX
no more printer driver problems
as this top selling bubble jet is now
fully Epson compatible
Great value at only **£269.00**

NOT FORGETTING

Citizen 120D +	£149.00
Citizen 124D	£199.00
Swift 9.....	£189.00
Swift 9X.....	£279.00
Swift 24X.....	£389.00
Pro Dot 9/24	CALL

Star LC200.....	£209.00
Star LC20.....	£149.00
Star LC 24-10	£199.00
Star LC 24-200	£259.00
Star LC 24-200 Colour	£299.00

Hewlett Packard Deskjet 500.....	£399.00
Seikosha SP1900	£129.00

All printers, needless to say, come with free
cable. Most black ribbons £3.99 Each

MAIL ORDER

By Phone: Quoting your Access/Visa number
on: **0532 446520** Mon-Sat.

By Cheque - Make cheques, P/Os or
Building Society Drafts payable to: **Miditech**
(please allow for 7 days for cheque clearance)

Delivery: Please add £6.00 courier delivery.
for orders under £100 please add £2 p&p

PLUS! A great range of DTP, Graphics, Business, Midi,
Educational and Games Software, PC Compatibles, Books,
Accessories, Midi Keyboards and Expanders.
All on demo in our city centre show room with helpful, friendly
staff to make sure you make the right choice. If you can't make it
in to see us, we offer a fast mail order service (Next Day £6)

VISA, ACCESS, CREDIT FACILITIES (SUBJECT TO STATUS)

Prices correct at time of going to press, but may change without notice E & OE

EST 1988

Open:
Mon-Fri
9.30-6.00
Sat
9.00-5.30

54 The Merrion Centre (Balcony)
Leeds LS2 8NG
Tel: (0532) 446520

AF BY MAIL

You can actually make life a lot easier for us and make certain of getting a reply if you make darned sure you're addressing your letter to the right person or place, so here's a guide to what to send where. We can never give personal replies by mail, so don't send us a stamped-addressed envelope: and we can under no circumstances give personal replies by fax.

WORKBENCH

If you have any problems with the technical side of your Amiga, with hardware or with serious software, write to Pat and he'll try to answer you. Alternatively, if you have any advice for others or any handy tips to share, send it in and you could win a prize.
PAT MCDONALD, WORKBENCH,
AMIGA FORMAT, 30 MONMOUTH STREET, BA1 2BW

GAMEBUSTERS

If you've just found the cheat mode, mapped out the levels or found all the passwords for the latest game - whatever the game cheat, send it to Maff and you could win a prize. Also, if you're stuck somewhere, ask the Helping Hand section in Gamebusters for advice - or if you've read of a problem in Helping Hand that someone else has and you can solve it, then send in the answer to win a prize!
MAFF EVANS, GAMEBUSTERS (OR GAMEBUSTERS HELPING HAND), AMIGA FORMAT, 30 MONMOUTH STREET, BA1 2BW

LETTERS

The Letters pages are for you to air your views and share your opinions: please remember not to ask questions that should be in Workbench! What Damien is looking for are thought-provoking or entertaining letters, if they're short there's a better chance they'll get in. Prizes for the best two. LETTERS, AMIGA FORMAT, 30 MONMOUTH STREET, BA1 2BW

COMPETITIONS

To enter a competition, write the answers and your name, address and phone number on the back of a postcard or a stuck-down envelope and send it in. don't put several entries in together, or include entries with letters to any other part of the mag.
COMPETITION, AMIGA FORMAT,
29 MONMOUTH STREET, BATH BA1 2AP

AD PROBLEMS

If you have a problem with companies advertising in *Amiga Format* - you're cheque's been cashed but you've had nothing or whatever - our advertising department should be able to help. Write telling them briefly about the problem and which company it concerns.
AMIGA FORMAT ADVERTISING COMPLAINTS DEPT, FUTURE PUBLISHING, 30 MONMOUTH STREET, BATH BA1 2BW

MAIL ORDER

If you've ordered anything from the *Amiga Format* Mail Order section and you've got a problem, please remember that we on the magazine don't deal with it at all. Write to them at our Somerton address or phone 0458 74011.
AMIGA FORMAT MAIL ORDER,
THE OLD BARN, SOMERTON, SOMERSET TA11 7PY

SUBSCRIPTIONS

Similarly, if you move house and want to make sure your copy of the mag catches up with you, then send the new address to
AMIGA FORMAT SUBSCRIPTIONS, THE OLD BARN,
SOMERTON, SOMERSET TA11 7PY

FAULTY COVERDISKS

The disks are duplicated and stuck on the magazine by a firm who we employ for that specific purpose. If you have a faulty disk, send it to them enclosing an SAE. We don't keep stocks of disks, so we can't help.
DISKCOPY LABS, UNIT A, WESTMARCH, LONDON ROAD,
DAVENTRY, NORTHANTS, NN11 4SA

REACHING US BY PHONE

The Amiga Format editorial team can only take enquiries from readers between 10.30am and 6.30pm on Tuesdays.
The Advertising department can help you with problems you may have with companies who advertise in the magazine if you call during normal office hours.
Our subscriptions service and the *Amiga Format* mail order department are not in the same building and should be contacted on 0458 74023.

Letters

If you've got owt to say, then this is the place to get it printed. If you want to share your wise thoughts, explain your experience or create a few waves, then do the write thing. Keep it brief, original and witty. Then send it to **Letters, Amiga Format, Bath BA1 2BW.**

PROTECT AND SURVIVE

I was playing on the First Epoch of *Mega-lo-Mania* and had reached Cilla, the third island, when something weird happened. The island showed up, but the control arrow would not move. Suddenly my sector was 'naked', and when it turned to the screen which normally says 'Loser' or 'Prime Minister', it said 'Pirate'. The computer just kept repeating 'It's all over' until I reset it.

If 'Pirate' implies it is a copy, should I inform FAST as I bought it as an original? Has this happened to anyone else? Help! I tried it again and nothing happened, so is it a one-off? Or a rip-off?

Andrew Murray, York

This is typical behaviour for certain kinds of manual-protected games. What obviously happened is that you entered the wrong code from the manual at the start of the game. It lets you play for a bit, then effectively shuts down. The 'Pirate' bit is just the coders, Sensible Software, being a bit cheeky to get their own back! If you have an original of the game and you enter the codes properly, you should be fine.

HEALTHY DEBATE?

PRIZE
I'm writing in to moan about the Letters pages. Every month someone says how good the CDTV is and asks if they have got a Fat Agnus (by the way, do you need a picture of them to tell?). In November there were two letters that won a prize: one just said that they had an Amiga 3000 and the other one said about a song. It's about as exciting as an episode of *Neighbours*.

Paul Clifton, Swindon

Hmm, fair comment. But I feel bound to point out how relevant all these things are. Batten down the hatches for a long reply from your Editor.

Early next year, you'll be given the choice of buying an A690 CD-ROM drive to attach to your Amiga. It'll cost about £250-£300, which is big money, so you need to know what you're getting. About the only people around at the moment who can speak with any authority on that are CDTV owners: because they know what the combination of an Amiga and compact disc-based software can do. So it seemed smart to me to see whether CDTV owners were pleased or disappointed with their machines.

Whether or not you have a Fat Agnus can make a big difference. A number of people with the old Skinny Agnus found that they could not play the game demo Blues Brothers on the last Amiga Format Cover-disk. And it's an important part of the A500 Plus

configuration which looks like it could be an upgrade target for the rest of us in the near future.

The guy with the A3000 was pointing out how few games would work with his machine. Lo and behold, what happens only a few days after we print his letter? Workbench 2 arrives on the Amiga 500 and all the games software houses panic to make sure their games work on it. If only they'd done what that chap recommended, and developed games that would work on the A3000 months ago, we'd have had no incompatibility problems at all when the A500 Plus came out.

And finally, if you're a new reader you may not know that for months we've been awarding a T shirt to anyone who finds a song with computer game in the lyrics. It all started when we listened to Lou Reed's Down at the Arcade and heard him sing about playing Defender: and we thought it would be nice to discover other games immortalised in song. It's all just a piece of fun, really.

Anyone else got a complaint about Letters pages?

PLUS WORRIES

I am rather concerned about the sudden appearance of the A500 Plus, complete with Kickstart 2.04 and Workbench 2. I have in fact seen one of these machines in my local Dixons' computer display.

My concern is whether it is going to be possible for us owners of 'older' Amigas to upgrade to the new operating system and, if so, how expensive it might be: or are we doomed to own a machine that no-one cares about or produces advanced software for, unless we buy a new machine?

Rennie Girvan, Glasgow

You should have read in the News pages that Commodore are to produce an upgrade kit, but if not look there for all the details. It's worth mentioning that we'll be taking a look at whether you should upgrade, how far you should go and what you get for your money in the next issue of Amiga Format.

SPOOK!

I watched Toy Soldiers the other day, and what did my roving eye see? The FBI using Amiga 2000s to plan a raid! There also happened to be another in one of the boys' dorms. Interesting, huh?

Nick Davis, Congleton

Very interesting. What's Toy Soldiers?

DISK-GUSTED (CRINGE!)

I have been a regular reader of *Amiga Format* for a very long time (Issue 4 of *ST/Amiga Format*, October 1988) and so I feel it's past the time when I ought to

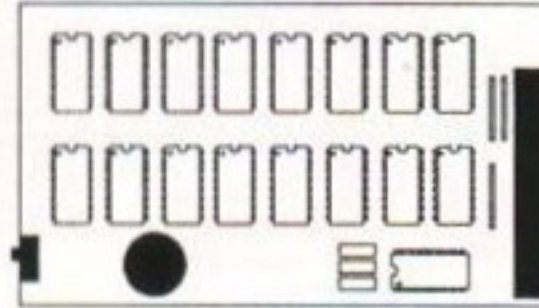
Credit Card Hotline
Tel: 0276 676308

Virgo
DEVELOPMENTS

Innovation House,
Albany Park, Frimley,
Surrey, GU15 2PL.
Fax: 0276 676309



Amiga A500 RAM CARDS



V500: 1/2Mbyte expansion.
Upgrade your Amiga A500 to 1Mb.
Chip/fast ram compatible, gold plated
connector, On/Off switch.

ONLY
£23.99

V501: 1/2Mbyte expansion + Clock.
As V500 + Battery backed real time
clock

ONLY
£27.99

V2000: 2Mbyte expansion + clock.
Upgrade your Amiga A500 to 2.5Mb.
Expandable in 1/2Meg stages,
compatible with Kickstart 1.2 & 1.3,
On/Off switch, gives 1Mb of chip
ram + 1.5 Mb fast ram if required.
Comes complete with Gary connector
& full installation instructions.

V2000 bare board
£37.95
V2000 + 2Mbyte
ONLY
£104.95

V4000: 4Mbyte expansion + clock.
Upgrade your Amiga A500 to 4.5 Mb.
Same as V2000 but gives an additional
4Mb of fast ram or 3.5Mb fast +
1Mb chip ram

V4000 bare board
£63.00
V4000 + 4Mbyte
ONLY
£198.00



3 1/2" LOCKABLE DISK BOXES

10 Capacity (not lockable) 89p
40 Capacity £4.47
80 Capacity £5.41
100 Capacity £6.44

3 1/2" DSDD Disks
2 for 1 guarantee
including disk labels
£4.45 for 10

SONY Disks
3 1/2" DSDD
ONLY £5.80
FOR 10

External 3 1/2" Disk Drive

Top quality, low noise, high
reliability 1meg drive. Sony
mechanism, Through port,
on/off switch.



ONLY £54.95

Ram chips 256Kx4, V2000, V4000 & A590
compatible. **ONLY £17.59** for 1/2Mbyte

Dispatch within 24 hours
12-month guarantee.
Cheques, Postal orders to Virgo
Developments at above address.
Express Courier delivery
(UK mainland only) £6.50
Call 24 hours 7 days a week

All prices
include VAT,
postage &
packaging. No
hidden charges

3 1/2" DISKS BENCHMARK BRAND DSDD

25 £17.00	50 £29.00	100 £41.00
---------------------	---------------------	----------------------

200 £75.00	500 £163.00	1000 £309.00
----------------------	-----------------------	------------------------

3 1/2" DISKS UNBRANDED DSDD

25 £11.00	50 £18.50	100 £33.50
---------------------	---------------------	----------------------

200 £63.50	500 £153.50	1000 £303.50
----------------------	-----------------------	------------------------

SPECIAL OFFER 3 1/2" DS/DD BY WESTERN DIGITAL VGA DRIVES ALL BRAND NEW BUT HAVE BEEN FORMATTED & LABELLED. AVAILABLE IN BLACK OR IBM GRAY PRICE £25.00 PER 100 NEW LABEL. ONLY 10,000 AVAILABLE. DON'T MISS THIS ONE. FIRST COME FIRST SERVED

DISK STORAGE BOXES

3 1/2" 10 capacity (5 boxes).....	£4.50
3 1/2" 10 capacity* (5 boxes).....	£3.00
3 1/2" 50 capacity lockable.....	£3.70
3 1/2" 100 capacity lockable.....	£4.70
3 1/2" 240 capacity stackable.....	£15.00

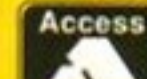
*brand new, but labelled "Olympia"

THESE PRICES ONLY IF BOUGHT WITH DISKS

**M
C
S**

ALL PRICES INCLUDE VAT & P&P UK ORDERS ONLY

Cheques and
Postal Orders to:



24 HOUR ORDERLINE 0597 851784

Manor Court Supplies Ltd

Telephone: 0597 851792 Fax No: 0597 851416
Dept AF01, Glen Celyn House, Penybont, Llandrindod Wells, Powys, LD1 5SY

EDUCATION AND GOVERNMENT ORDERS WELCOME

ALL DISKS 100% CERTIFIED ERROR FREE



speaking out. In the past I would await the day that bundle of joy got pushed through the letterbox, and when it did I would rush up the stairs to try the disk and read the mag, but not any more.

Now I just continue my sad life, hoping that you will all be replaced by a bunch of hamsters and the Coverdisk will improve. I don't dislike the magazine, but at the price of £2.95 it's a bit much for a few bits of paper and a disk which sits gathering dust.

Ted Bovis, Hingham

All right, all right! We've had a lot of people say lately that we should have a lot more utilities on the disk, so we'll get on and do it. Tech Ed Pat will be pleased to provide them. I'm not about to lose the game demos, though: you look at the number of top games, like Lemmings and Mega-lo-Mania, that we've brought to you over the last year. It's got to be worth it.

I think I should point out that the price of Amiga Format has not changed in 30 issues (except for the double disk ones like this, of course: but an extra £1 for £170-worth of software ain't no rip-off). At the average rate of inflation over the last two-and-a-half years, the magazine really ought to cost more than £3.70 by now, and I know a lot of magazines that have increased in price more. And look how much magazine you get for your money: this issue is three times the size of Issue One of Amiga Format! And another thing... no, perhaps I'd better stop there, before I get a bit too carried away!

SNEAK ATTACK

I'm afraid that somebody's made a mistake. In the Philips competition in Issue 29, you had to correctly answer the three questions to win the hi-fi. But the third question is wrong, because none of the three companies listed as possible answers actually builds the Stealth Fighter!

The F-117 is actually built by the Lockheed company in Burbank, California. Under the leadership of Ben Rich, the Lockheed 'Skunk Works' research and development team designed the aircraft with the project name 'Senior Trend'. Its first flight was in June 1981 and it was ready for operational service by the Autumn of 1983.

There are 59 aircraft operational, to date three have been lost in training exercises. The 'Stealth Fighter' name is actually misleading, since the aircraft, named "Black Jet" by its crews, has limited air-to-air capability. Its mission is precision strike and reconnaissance. It was battle-proven first in Panama, but later and more intensely in the Gulf War.

The F-117A is only the first generation of Stealth technology: later aircraft such as the Northrop B-2A strategic bomber, F-22 advanced tactical fighter and the recently-revealed TR-3A reconnaissance aircraft will be ultimately more effective and capable. And that concludes today's Reith lecture on low-observable (Stealth) technology.

Kevin Ronaldson, Glenrothes

How very interesting. Yes, you're quite right, we didn't offer the correct answer so we'll accept anything for the last question in last month's competition. The person responsible has been sent up in a Lockheed F-104G Starfighter, which gives him about a 50-50 chance of survival.

Incidentally, I have it on very good authority (a Bristol taxi driver) that the Stealth Fighter was actually built with the aid of captured aliens, whose own advanced technology is kept under lock and key at the mysterious Hangar 13. The same cab driver proposes the theory that corn circles are so perfectly formed that they must have been made either from above or, and this is the killer, from underneath the ground. Are moles poised to threaten civilisation as we know it?

Answers on a postcard, please, to David Attenborough and his family of gorillas, care of BBC Wildlife, Whiteladies Road, Bristol.

THAT AGNUS AGAIN...

Recently I have noticed that some (though admittedly very few) games and demos fail to work on my A500, yet work perfectly on a friend's.

The PD utility SysInfo indicates that the only difference between the two machines is that mine is fitted with an older 'slimmer' Agnus chip, whereas his possesses the newer 'fatter' Agnus. I also suspect that my machine is older than his and at some stage has been upgraded to Kickstart 1.3.

Is the difference between the two Agnuses the most likely cause of the problem? And if so, is it simply a matter of removing the old one, and inserting a new one in its place?

Chris Wright, Halton

Basically, yes all round. I'd advise you to hang on for next issue, when we'll take a good look at the whole upgrade scene, including modifying Kickstart 1.2 machines for Workbench 2, upgrading to 1Mb Chip RAM, fitting the new ECS Denise chip and, of course, all about Agnus.

DO A DEAL

All I have left is my A500. My parents are dead and my brother is on crack. Please, please! I have no money! Please send me some games!

John Spicer, Buckhurst Hill

To lose one parent might be considered a misfortune; to lose two must be seen as carelessness. Luckily for you we're a bit desperate ourselves, so we'll send you some excellent games if you get your brother to send us some crack.

OPINIONS NOTED...

If you're after a game ending with a difference, you can't go past *Flood*. After battling his way through 42 levels of shree hell, the little green blob emerges victor only to be splattered by a truck wheel. How's that for justice?

Jeff Paine, Victoria, Australia

Gamebusters is too small, I'm waiting for it to grow! I have got loads of tips and cheats for my games and I'm sure many other people do too.

Angela Bauxer, Catford

Has *Amiga Format* forgotten about us less well off owners who simply cannot afford the likes of a 1 Meg upgrade, rendering December's Coverdisk more or less useless?

Si Boyle, Upper Cumberworth

It seems that some people have problems with mail order suppliers - cheques cashed but no goods received. I suggest that people buy by credit card as they are then protected under the Consumer Credit Act against non-receipt of goods.

Durig Lewis, Burscough

What Maff failed to mention in the review of *Lotus Turbo Challenge 2* is that to use the four-player 'datalink' option will cost an extra £36: £9.99 for a cable and £26 for another copy. What a rip-off!

Steve Goodwin, Newton-le-Willows

I agree with you on your viewpoint that software houses should replace disks that you are not allowed to back-up that have stopped working.

Julian Trybulec, Sydney, Australia

I have bought a CDTV which I think is brill. You told us to wait for the CD-ROM drive: but I did some adding up. The CD-ROM is being sold for £200-£300. I sold my Amiga 500 for £150, my 1.8Mb RAM expansion for £100 and my CD player for £100. My wife paid the other £150.

Mark Salter, Barrow-in-Furness

I bought a second disk drive and it says on the box it is a double-sided disk drive, but if I turn the disk upside-down it won't go in. What am I doing wrong or do I have to adjust the drive?

Gary Wheatley, Blackthorn

About overpriced CDs: I know for a fact that CDs cost about £3 each to make, so unless CDTV CDs are handmade... I know that the companies have to make a profit, so the maximum cost for something like *Xenon 2* CDTV should be about £25. But £30 - £35? Come on, even for the IBM that's a rip-off!

Paul Ng, Swindon

Please tell me: what are the Coverdisks stuck to the front of the mag with, superglue?

Nick Brooks, Peterborough

I would like to say congratulations on the World of Commodore show, I thought it was brilliant!

Thomas Ryan, Upper Clapton

In recent months you have been bagging traditional strategic conflict simulations like *Halls of Montezuma*. I feel that reviewed in its proper context this would have got a better score. The traditional strategic sims have their place: it's just that it takes a bit longer to get into them, but once you have, commanding 3 Para and 22 SAS at Port Stanley is just as exciting as going one-on-one with a MiG-29.

Peter Tosi, Mundingburra, Australia

We older computer users tend to get slightly neglected by the computer mags. There are still a lot of us around who bought our first computer when the word 'Commodore' referred to the bloke who ran the local yacht club.

T Varley, Halifax

A Danish computer magazine recently let go of the idea of whether English equals in fact are corrupt or not. And since we are many to react positive hereto, I thought why not confront you with this allegation?

Kim Gabriel, Kastrup, Denmark

You people are so fortunate. You enjoy much cheaper softwares and hardwares than here.

Chong Yee Ngah, Malaysia

LAZER SOFTWARE

**FIRST FLOOR OFFICE, 16 LINDEN GARDENS,
CHISWICK, LONDON, W4 2EQ**

Telephone: 081-747 9344

Fax: 081-995 1325

Hours of opening: Mon-Sat 10.00am - 6.00pm



VISA

3D Construction Kit	£26.99	Elvira Mistress of Darkness	£21.99
4D Sports Boxing*	£16.99	Epic*	£15.99
688 Sub Attack	£16.99	Eye of the Beholder	£18.99
A10 Tank Killer	£22.99	F15 Strike Eagle II	£23.99
Adv. Destroyer Sim. (A.D.S.)	£16.99	F19 Stealth Fighter	£19.99
Adidas Golden Shoe*	£15.99	F29 Retaliator	£14.99
Afrika Korps*	£16.99	Feudal Lords	£16.99
Agony	£18.99	Final Conflict	£16.99
Air Support	£18.99	Final Whistle	£8.99
Aisheido	£16.99	Final Fight	£16.99
Alcatraz*	£16.99	Flight of the Intruder	£19.99
Alpha Waves*	£16.99	Formula One*	£23.99
Armalyte	£16.99	Gauntlet III*	£16.99
Armour Geddon	£16.99	Gods	£15.99
Atomic Robo Kid	£15.99	Gun Boat	£16.99
A.W.E.S.O.M.E.	£16.99	Gunship 2000*	£21.99
Back to the Future III	£16.99	Hard Drivin II	£14.99
Barbarian II (Psyq)	£16.99	Hard Nova	£15.99
Bard Tale III	£16.99	Harpoon (1Mb)	£21.99
B.A.T.	£18.99	Hill Street Blues	£15.99
Battle Command	£14.99	Home Alone*	£16.99
Battle Chess	£14.99	Hunter	£19.99
Battle Chess II	£14.99	Hudson Hawk*	£14.99
Battle Master	£18.99	Ian Botham's Cricket	£18.99
Bill Elliotts Nascar Racing*	£16.99	Imperium	£16.99
Billy The Kid*	£15.99	Indy 500	£16.99
Blade Warrior	£15.99	Jahangir Khan	£16.99
Blues Brothers	£18.99	James Pond	£14.99
Blue Max	£18.99	Jimmy White Snooker	£18.99
Bomber Bob	£15.99	Kick Off II (half Mb)	£12.99
Boston Bomb Club	£16.99	Kick Off II (1Mb)	£15.99
Brain Blaster	£16.99	Killing Cloud	£15.99
Brat	£15.99	Knightmare	£18.99
Beach 2	£19.99	Last Ninja III*	£15.99
Buck Rodgers	£18.99	Leisure Suit Larry III	£26.99
Cadaver	£16.99	Lemmings	£15.99
Cadaver Pay Off Levels	£10.99	Loom	£18.99
Captain Planet*	£16.99	Lost Patrol	£14.99
Carve Up	£14.99	Lord of the Rings	£15.99
Carthage	£16.99	Lotus Esprit	£15.99
Celica GT4 Rally	£15.99	Lotus Esprit II*	£15.99
Centurion	£16.99	M1 Tank Platoon	£19.99
Chase H.Q. II	£15.99	Magic Pockets	£16.99
Chuck Rock	£12.99	Magic Story Book	£19.99
Chuck Yeager A.T.F.	£16.99	Manchester Utd Europe	£15.99
Cisco Heat*	£16.99	Maupiti Island*	£16.99
Colditz	£18.99	Mega Lo Mania	£19.99
Corporation	£9.99	Mercs	£16.99
Cruise for the Corpse	£16.99	Metal Master	£15.99
Cybercon III	£16.99	Mig 29	£21.99
Cyber Fight	£15.99	Midwinter II	£23.99
Darkman	£14.99	Might And Majic III*	£21.99
Dick Tracey	£15.99	Monkey Island	£16.99
Disc*	£15.99	Monkey Island II*	£17.99
Double Dragon III	£16.99	Moonstone*	£19.99
The Rosetta*	£16.99	Narc	£15.99
Dragons Lair	£26.99	Navey Seals	£15.99
Dragons Lair II (Timewarp)	£26.99	Nightbreed	£15.99
Dragon Wars	£16.99	Nightshift	£16.99
Elf	£14.99	Nitro	£15.99

COMBAT ACES
Fighter Bomber, Gunship, Falcon
£19.99

HOLLYWOOD COLLECTIONS
Robocop, Ghostbuster II, Indiana Jones, Batman
£17.99

GRANDSTAND
Gazza, Pro Tennis Tour, Worldclass Leaderboard, Continental Circus
£17.99

PLATINUM
Black Tiger, Strider, Forgotten Worlds, Ghouls N Ghosts
£16.99

RAINBOW COLLECTIONS
Rainbow Island, Bubble Bobble, New Zealand Story
£12.99

PRECIOUS METAL
Xenon, Captain Blood, Crazy Cars, Arknoid
£14.99

MAGNUM 4
Afterburner, Double Dragon, Operation Wolf, Batman Caped Crusader
£16.99

POWER PACK
Xenon II, TV Sports Football, Bloodwych, Lombard Rally
£14.99

FULL BLAST
Chicago 90, Rick Dangerous, Highway Patrol, P47, Carrier Command, Ferrari Formula One
£17.99

POWER UP
Altered Beast, Rainbow Island, X Out, Chase HQ, Turrigan
£17.99

FIST OF FURY
Dynamite Dux, Shinobi, Ninja Warriors, Double Dragon II
£16.99

SOCCER MANIA
Football Manager II, Gazza, Micro Soccer, Football Manager World Cup
£9.99

WHEELS OF FIRE
Hard Drivin, Chase HQ, Power Drift, Turbo Outrun.
£10.99

CHALLENGERS
Kick Off, Super Ski, Fighter Bomber, Great Court, Stunt Car Racer.
£17.99

DOUBLE DOUBLE BILL
TV Sports Football, Lords Of the Rising Sun, TV Sports Basket Ball, Wings.
£20.99

MIND GAMES
Austerlitz, Waterloo, Conflict In Europe.
£14.99

FLIGHT COMMAND
Eliminator, Strike Force Harrier, Lancaster, Sky Fox, Sky Chase
£12.99

COMPUTER HITS VOLUME II
Tetris, Joe Blade, Golden path, Black Shadow
£6.99

VIRTUAL REALITY VOLUME ONE
Midwinter, Carrier Command, Stunt Car Racer, Starglider II, Soccer Challenge
£19.99

TOP LEAGUE
Speedball II, Rick Dangerous II, TV Sports Football, Midwinter, Falcon
£19.99

BOARD GAMES
Monopoly, Scrabble, Cluedo Master Detective, Risk - The World Conquest Game
£16.99

BIG BOX
Captain Blood, Safari Guns, Teenage Queen, Bubble Plus, Tin Tin, Purple Saturn Day, Krypton Egg, Jumping Jackson, Bo Bo, Hostages
£16.99

Outrun Europa*.....£16.99

Pang.....£15.99

Panza Kick Boxing.....£16.99

PGA Tour Golf.....£16.99

Pit Fighter.....£15.99

Plotting.....£15.99

Populus + Sim City.....£21.99

Powermonger.....£18.99

Predator II.....£15.99

Prehistoric.....£16.99

Prince of Persia.....£15.99

Puzznic.....£15.99

Railroad Tycoon.....£23.99

R.B.I. Baseball II.....£17.99

Reach For The Skies*.....£23.99

Robocop II.....£15.99

Robocop III*.....£14.99

Rugby World Cup.....£16.99

Savage Empire.....£19.99

Search For The King.....£19.99

Shadow Of The Beast II.....£15.99

Shadow Dancer.....£16.99

Shadow Warrior.....£15.99

Sim Earth*.....£16.99

Simpsons*.....£15.99

Space Ace.....£26.99

Speedball II.....£15.99

Star Flight II.....£15.99

Strider II.....£15.99

Super Cars II.....£15.99

Super Monaco G.P.....£16.99

Supremacy.....£19.99

Swiv.....£15.99

Team Suzuki.....£15.99

Team Yankee.....£19.99

Terminator II*.....£14.99

Their Finest Hour.....£19.99

Their Finest Hour.....£12.99

Mission Disk*.....£15.99

Toki.....£15.99

Total Recall.....£15.99

Turrigan.....£9.99

Turrigan II.....£15.99

Turtles Arcade*.....£18.99

Ultimate Ride.....£16.99

Ultima V.....£18.99

Ultima VI*.....£19.99

UMS II.....£19.99

Utopia.....£18.99

UN Squadron*.....£15.99

Viz.....£15.99

Wings (half Mb).....£18.99

White Death (1Mb).....£19.99

Wolf Pack.....£19.99

Wolf Child*.....£17.99

Wonderland.....£18.99

World at War.....£16.99

Wrath of the Demon.....£18.99

W.W.F.*.....£14.99

Zeus*.....£16.99

Zitrix.....£16.99

BUDGET TITLES

3-D Pool.....£7.99

ATF II.....£7.99

After Burner.....£6.99

Arkanoid II.....£6.99

Axel's Magic Hammer.....£6.99

Boal.....£7.99

Barbarian II (Palace).....£6.99

Batman Caped Crusader.....£6.99

Blasteroid.....£6.99

Blood Money.....£6.99

Centrefold Squares.....£8.99

Chuckie Egg.....£8.99

Chuckie Egg II.....£8.99

Colossus Chess.....£6.99

Continental Circus.....£6.99

Crazy Cars.....£6.99

D. Dbl Horse Racing.....£6.99

D. Thompson Olym. Chall.....£6.99

Def. of the Crown.....£8.99

Deluxe Strip Poker.....£6.99

Double Dragon.....£6.99

Dragon Ninja.....£6.99

Fantasy World Dizzy.....£6.99

Forgotten Worlds.....£6.99

Gauntlet II.....£6.99

Hard Drivin.....£6.99

Hero of the Lance.....£7.99

H. H.'s Guide to the Galaxy.....£8.99

Kick Off - Extra Time.....£6.99

King of Chicargo.....£6.99

IK+.....£6.99

Indiana Jones

Last Crusade.....£7.99

Iron Lord.....£7.99

Last Ninja II.....£6.99

Leather Goddess.....£8.99

Licence to Kill.....£6.99

Moonwalker.....£6.99

North & South.....£6.99

Operation Wolf.....£6.99

Outrun.....£6.99

Predator.....£6.99

RAC Lombard Rally.....£6.99

Rainbow III.....£6.99

Return of the Witch Lords.....£9.99

Rick Dangerous.....£7.99

Road Blaster.....£6.99

R-Type.....£6.99

Run The Gauntlet.....£6.99

Shadow of the Beast.....£8.99

Silk Worm.....£6.99

Speedball.....£7.99

Starglider 2.....£7.99

Stunt Car Racer.....£7.99

Super Hang On.....£6.99

Super Off Rd Racer.....£9.99

Switchblade.....£6.99

Treasure Island Dizzy.....£4.99

Tin Tin on the Moon.....£6.99

Turbo Outrun.....£7.99

Turrigan.....£7.99

TV Sports Football.....£7.99

Vigilante.....£6.99

Worldclass Leaderboard.....£6.99

Wizball.....£6.99

Zenon II.....£7.99

X Out.....£7.99

* At the time of printing these games were not available, but will be despatched to you on release date.

Order Form

Please charge my Access/Visa card no:

Expiry Date:

Amiga Format November 91

Computer Titles	Price
Total	

Name Date

Address

Post Code Tel:

Please make cheques and/or postal orders payable to: Lazer Software
Credit card orders taken. 75p postage and packing. EEC countries add £2.00 per item. Non EEC countries add £3.00 per item.
All items subject to availability. E. & O. E.

Reach the top with.....

LCL

NATIONAL CURRICULUM*

Self-Tuition Courses

World leaders ● Hons graduate/teacher authors ● In educational software charts. ● Excellent reviews ● £5 off total for 2, £10 off for 3.

MICRO MATHS (11years-GCSE)

GCSE CHART TOPPER

Best selling GCSE maths course in UK. For ages 11 upwards in 24 program options plus a book and manual £24.

READING WRITING COURSE (3 - 8 years)

NATIONAL CURRICULUM (A.T. 1-5) 24 program course teaching reading, writing & spelling with a book, manual and voice tape £24.

PRIMARY MATHS COURSE (3 - 12 years)

Complete course with full screen colour graphics. NATIONAL CURRICULUM (Levels 1-4). 24 programs + a book and a manual £24. (Amiga, ST, PC, BBC)

MICRO FRENCH (Beginners - GCSE)

Complete course with real speech & graphics adventure game, 24 programs + a book and a manual. £24 (Amiga & ST)

MICRO ENGLISH (8 years - GCSE)

Complete course Also for EFL. Teaching spelling, reading, writing and oral with real speech, 24 programs and a book and a manual at £24 (Amiga, PCW, CPC, BBC, PC).

MEGA MATHS (A level course)

Step-by-step course of 24 programs + a book and manual. Full screen graphics for calculus £24.

(* LCL courses are compatible with the N.C. in so far as it has been finalised)

Send coupon and cheques/PO's (+99p P&P) or phone orders or requests for free colour poster/catalogue to:

LCL (DEPT AMF) THAMES HOUSE, 73 BLANDY ROAD, HENLEY-ON-THAMES, OXON RG9 1QB

Phone now for immediate despatch

or ring 0491 579345 (24 hrs)

Name.....
Address.....
Title.....
Computer.....



AMIGA CONSOLE UNIT

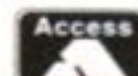
Monitor console and keyboard unit. Mousehole and second drive space. Keeps cables tidy. Non-magnetic aluminium. High quality texture finish. Plenty of ventilation. Easy to clean. Installed in minutes. Designed specifically for the A500. Colour co-ordinated.

YOUR AMIGA LIKE THIS FOR ONLY **£34.95** including postage & packing.

Available directly from: **KONTAX COMPUTERS**

11a Waldeck House
Waldeck Road
Maidenhead,
SL6 8BR

IDEAL CHRISTMAS PRESENT.
100's of satisfied customers.



0628 773212



\$1000
★ ★ ★
USE YOUR VOICE
TO OUTDRAW THE
★ ★ ★
★ ★ **DEAD OR ALIVE** ★ ★ ★
★ ★ **CASH PRIZES** ★ ★ ★

★ ★ **0898** ★ ★ ★
31 35 77

WIN A SEGA MEGA-DRIVE



★ ★ **0898** ★ ★ ★
31 35 87

CASH PRIZES
★ ★ ★
★ ★ **Can You Kill The ALIENS** ★ ★ ★
★ ★ **For CASH PRIZES** ★ ★ ★

★ ★ **0898** ★ ★ ★
31 35 88

If you are under 18 years of age please obtain permission of whoever pays the phone bill. INFODIAL POBox 36 LST 4TN Call charges 36p Per Min Cheap 48p Per Min All Other Times

SOFT EXCHANGE

BEST PRICES * BEST QUALITY * BEST SERVICE

PRICE YOU SEE IS THE PRICE YOU PAY

*** THIS MONTHS SPECIAL OFFERS ***

10 DS/DD Disks + 100 Cap Lockable Boxes	£11.99
20 DS/DD Disks + 100 Cap Lockable Boxes	£14.99
30 DS/DD Disks + 100 Cap Lockable Boxes	£19.99
40 DS/DD Disks + 100 Cap Lockable Boxes	£22.99
50 DS/DD Disks + 100 Cap Lockable Boxes	£25.99
100 DS/DD Disks + 100 Cap Lockable Boxes	£39.99
200 DS/DD Disks + 2 x 100 Lockable Boxes	£66.99
300 DS/DD Disks + 3 x 100 Lockable Boxes	£99.99
400 DS/DD Disks + 4 x 100 Lockable Boxes	£134.99
500 DS/DD Disks + 5 x 100 Lockable Boxes	£164.99
1 Banx 90 Stackable Box + 50 DS/DD Disks	£26.99
2 Banx 90 Stackable Box + 100 DS/DD Disks	£49.99
3 Banx 90 Stackable Box + 250 DS/DD Disks	£99.99

BANX STACKABLE STORAGE BOXES HOLD UP TO 90 3.5" DISKS

1 - £9.99 2 - £17.99
3 - £25.99 4 - £33.99 5 - £39.99

ACCESSORIES

Disk Labels 100	£2.50	Mouse Mat	£2.99
Disk Labels 200	£3.50	Keyboard Cover	£4.99
Disk Labels 500	£7.50	Monitor Cover	£6.99
Disk Labels 1000	£13.99	Logitech Mouse	£19.99

WE ONLY STOCK THE BEST QUALITY DISKS SO WHY BUY FROM ANYWHERE ELSE.

	PANASONIC BULK 3½ DS/DD	SONY BULK 3½ DS/DD	KAO 3½ DS/DD BRANDED	TDK 3½ DS/DD BRANDED
10	4.99	5.99	6.99	7.99
20	8.99	9.99	10.99	14.99
30	12.99	14.49	15.99	21.99
40	15.49	17.99	19.99	28.99
50	18.99	22.99	22.99	36.99
100	33.99	38.99	42.99	70.99
150	50.99	51.99	57.99	103.99
200	63.99	75.99	79.99	136.99
250	79.99	82.99	84.99	169.99
300	92.99	108.99	114.99	194.99
400	123.99	139.99	147.99	269.99
500	149.99	169.99	179.99	307.99
1000	289.99	329.99	349.99	P.O.A
2000	574.99	659.99	689.99	P.O.A

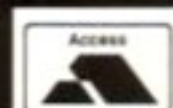
Includes Labels and Lifetime guarantee.

3½ LOCKABLE DISK BOXES

40 Cap Box	£5.99	80 Cap Box	£7.99
100 Cap Box	£8.99	2 x 100 Cap Boxes	£15.99
3 x 100 Cap Boxes	£20.99		

10 5½ DS/DD	£3.99	50 3½ DS/HD	£31.99
50 5½ DS/DD	£17.50	100 3½ DS/HD	£59.99
100 5½ DS/DD	£329.99		

All prices include VAT, post and packing in UK, overseas orders please write or telephone. To order please send Cheque/P.O. made payable to



SOFT EXCHANGE



101 Clifton Road, South Norwood, London SE25 6QA Tel: 081 653 9094 (24 HRS ORDER LINE) ACCESS/VISA ACCEPTED.
Government and Educational orders quoted at very competitive prices. Subject to availability



BAD TASTE

Dear *Amiga Format*, I think your answer to the last letter was in bad taste. Shouldn't a magazine like yours be encouraging a responsible attitude, rather than being seen to condone illegal, physically dangerous, addictive and destructive habits... like playing games?

Michael Shocked, DEA

How did that get in there?

DOUBLEPLUS WORRIES

I am getting an A500 Plus for Christmas and I would like to know what games are available for it. It would be a great help if after every review you could say if it worked on the new machine or not.

John Woods, Brentwood

All new games released will work on a Plus, which is why we haven't gone in for a labelling system on our reviews. Of the older games, refer to the list in Issue 29 (available from our Back Issues dept: see Page 238) of all software we so far know to have been tested and to the update in the News pages of this issue. But generally, we have not been inundated with details of more and more non-working software and so it seems that the compatibility problems are very limited.

DOUBLEPLUS WORRIES PLUS

After I had owned my Amiga 500 for about 10 months it broke down and the store I bought it from kindly changed it for me. As they didn't have the 500K machine they supplied me with the new 1 meg machine. I was even more surprised when I found a new Workbench within.

After two weeks of computing I decided to have a go on SWIV, which I purchased way back in Easter. To my disappointment it wouldn't work and I put it down as a lost cause. But on reading the article "Inside the new Amiga: compatibility problems" in the December issue of *Amiga Format*, I was furious.

How could Commodore be so inconsiderate to Amiga owners like me? Please help! Is there any way in which to get my game back, or my money. £25 is a lot to somebody my age (13) only to be wasted.

G White, Dorchester

You may have lost a little on the swings, but you've gained massively on the roundabouts. Sure, you've got one of the few games that doesn't work on an A500 Plus, so that's £25 down the pan. You could always sell it to a friend with an older Amiga. On the other hand, for the price of an old 512K Amiga you've also got a half-meg expansion (worth about £50), Workbench 2 (worth £80), and a new Denise chip (worth about £30) all for nothing at all. I reckon you've come out as winner all round. Lots of people would gladly swap with you!

SMART OR DUMB?

I have just sold my Atari ST and got an Amiga. I found out that Amigas are the best of the two. I have got some ST games left and have been trying for two months to find a way to use them on the Amiga: can you put me out of my misery?

Matthew Coxhead, Leyland

What have you been doing: trying to force them in the disk drive at funny angles? You can't run ST games on an Amiga, I'm afraid. We can, however, put you out of your misery. A letterbomb is on the way.

AHOY, SHIPMATES!

I am writing to tell you that I have been copying, hiring and selling games for about a year now. Is it illegal? My friend told me it wasn't. I get them from WH Smith in Hull. My dad's a friend of the manager and he gets me games that have been cracked. I copy and sell them for £5 each.

Would anybody be interested in *Lotus Esprit Turbo Challenge 2* or *Terminator 2* for £6 each? Will you be putting more games on your Coverdisk? Good games, for me to copy, like *Chucky Egg*. I admire your mag and you have made me a lot of money. I also have two copies of *Robocop 3* for £10 each. Keep up the good Coverdisks!

Jim Towler, Withernsea

Hmm, very amusing. Please accept this slap round the chops as a token of our appreciation.

WELL EQUIPPED

I always enjoy reading the Workbench series and reading about other people's problems. I think that one of the most regular problems you receive concerns printers. Well, here's another! But first of all, a word about my equipment, which may cause a few raised eyebrows. I have a 26"...

Hold on, Mr whoever-you-are of Bridport! We're not having that sort of talk in our magazine! Why don't you write to Women Only...

A1500 PLUS

After the release of the A500 Plus and the new Workbench, I want to know whether Commodore will

be releasing a new A1500/A2000 Plus. I am thinking of buying an A1500 and I want to know if I should wait for a better machine to be released. If there will be a new A1500, would you be able to tell me when?

Aaron Costall, Cranfield

The 1500 and the 2000 will both have Workbench 2 and the ECS in almost immediately, but I'm afraid we don't yet have a date for exactly when, for all we know, they might already be on sale in this configuration. Yes, you should hang on for it.

VIRUS PANIC

I have just bought *Mega-lo-Mania*, which is very good. I was alarmed, however, when on running *Kill Da Virus III* I was given warning of a *Julie Virus* on the disk. My first thoughts were that it was my fault and that I had allowed the virus to be transferred from one of my own disks. Therefore I checked every disk I have, but they were all clean.

I contacted Sensible Software and was told that some virus checkers identify the bootblock they have used on *Mega-lo-Mania* as a virus.

As a non-expert user I am aware that viruses are being written daily. I do my best to avoid them by following your advice to check all disks. It is bad enough having to cope with the message 'Non-standard bootblock' but surely it is not responsible programming to confuse matters with a bootblock that causes a recognised virus checker to behave as if a virus is on disk?

SJ Hall, Priorswood

Our advice would be don't check games for viruses: just switch off for 30 seconds after playing.

WANTED!

Your honest opinion of AMIGA FORMAT

■ To help us keep improving your favourite magazine, please fill in and return this form each month/10

1. How did you buy this issue?/10

- I subscribe
- Newsagent delivered it to my home
- Asked newsagent to reserve copy
- Bought it on planned shop visit
- Just happened to see it and liked it

2. Rate AMIGA FORMAT in terms of value for money:/10

- Excellent! Good
- Reasonable Poor Ripoff!

3. Out of ten, how much did this month's cover make you want to look inside?/10

4. How much does this issue appeal to you overall?/10

5. How does it compare with previous issues you've seen?

- Much better! Slightly better
- About the same standard
- Slightly worse Much worse!

6. Rate out of ten this and any other computer magazines you read regularly: AMIGA FORMAT/10

7. Out of ten, how useful did you find this month's [main feature]?/10

8. What do you like *most* and then *least* about this issue?

I *most* like

And I *least* like

Your name and address:*

.....

.....

.....

* Leave blank if you wish – but we may want to send you details of exclusive special offers

■ No stamp needed if posted in UK. Return to:
 AMIGA FORMAT
 January Survey, Future Publishing,
 Freepost, Bath, Avon BA1 2XF

AMIGA FORMAT

302

JANUARY 1992



GREAT VALLEY PRODUCTS INC

QUALITY AMIGA PERIPHERALS WITH 2 YEAR WARRANTY

Silica Systems are pleased to present the GVP range of peripherals for the Amiga. GVP are the world's largest third party manufacturer of peripherals for the Amiga and have a reputation for high specification, quality products. The company was founded only three years ago by a man who understands the Amiga - Commodore's ex-Vice President of Technology. He, along with a team of Amiga experts including other ex-Commodore staff, can claim to understand the add-on requirements of Amiga owners better than anyone. Not only do GVP provide the peripherals that Amiga owners want, they also offer peace of mind, with a 2 year warranty on their products. So, if you are looking for the very best in Amiga peripherals, look no further than GVP.

SOUND SAMPLER



This is a complete low-cost sound and music solution for the semi-professional and the audio hobbyist. The system consists of a small, high quality 8-bit stereo sound sampler that connects in to the parallel port on any Amiga 500, 1500, 2000 or 3000. Combined with one of the fastest, most powerful and easy-to-use sound and music editing programs available.

Any RCA-type audio source can be connected to the sampler, giving you a vast array of effects such as, filter, reverb, echo, fade in/out, etc. Supports MIDI instruments and can create songs in multiple file formats including Sound Tracker.

£89.95
INC VAT - Ref. MUS 2500

- 8-bit Stereo Sampler
- Plugs into parallel port
- Extensive editing features
- Works with all Amigas

52Mb HARD DRIVE

- **52Mb HARD DISK DRIVE**
New state-of-the-art 1" internal Quantum hard disk drive.
- **LIGHTNING QUICK 11ms ACCESS**
A 1,100K per second transfer rate makes this the fastest hard drive available for the Amiga.
- **LEADING EDGE TECHNOLOGY**
High-tech custom VLSI and Faast ROM chips.
- **8Mb RAM SOCKETS - UNPOPULATED**
Inside every unit there are sockets to expand the Amiga's RAM by 8Mb.
- **USES EASY-TO-FIT 1Mb/4Mb SIMMS**
To upgrade the memory of your GVP HD8+ up to 4Mb, please quote order ref: MEM 3639 at £49.95 per megabyte. Alternatively, to upgrade your HD8+ to 8Mb, please order 2 MEM 3849 at £199.95 per 4Mb SIMM.
- **CUT-OFF SWITCH FOR GAMES**
The GVP HD8+ features a unique switch to 'cut off' the hard disk for games that won't work with a hard disk. Most other drives require unbolting from the Amiga.
- **'MINI-SLOT' EXPANSION**
This slot has been built-in to allow future expansions to be made without using risky 'Pass-through' techniques.
- **EXTERNAL SCSI PORT**
You can add up to 6 external SCSI devices, eg CD-ROM, tape streamers, additional hard drives, scanners, etc.
- **STYLE CO-ORDINATED**
The GVP HD8+ is perfectly matched in colour and style to the Amiga 500.
- **DEDICATED PSU + FAN**
Following Commodore's recommendations for Amiga peripherals, the GVP HD8+ is supplied with its own external power supply and cooling fan.
- **FREE 2 YEAR WARRANTY**

FOR THE
AMIGA 500



WHAT THE PRESS SAY

- '*Superb build, excellent aesthetics and blinding speed make this the best A500 hard drive...*' - AMIGA SHOPPER
- '*GVP claims this is the fastest hard drive in the world and none of our tests could prove that wrong.*' - AMIGA SHOPPER
- '*Overall: Untouchable. THE choice.*' - AMIGA SHOPPER
- '*Still the best hard drive 92%*' - AMIGA FORMAT
- '*The fastest hard drive we've had the pleasure of using.*' - AMIGA COMPUTING

GVP HD8+ 52Mb HARD DRIVE

£399

INCLUDING VAT & DELIVERY - ref: HAR 0852
£599 WITH 105Mb HARD DISK - ref: HAR 0905

AMIGA 1500 + 2000 + 3000 PRODUCTS

22MHz ACCELERATOR <ul style="list-style-type: none"> • 22MHz 68030 CPU • 68882 22MHz maths co-proc • 1Mb 32-bit RAM installed • Expands to 13Mb 32-bit RAM • 32-bit SCSI controller on board This low cost, quality 68030 accelerator, memory upgrade, SCSI device interface and 68882 maths co-processor board offers the perfect introduction to low cost upgrades for the Amiga. It is supplied with 1Mb 32-bit RAM, and can be upgraded to 13Mb 32-bit RAM. Runs approximately 7 times faster than a standard Amiga 1500/2000.	33MHz ACCELERATOR <ul style="list-style-type: none"> • 33MHz 68030 CPU • 68882 33MHz maths co-proc • 4Mb 32-bit RAM installed • Expands to 16Mb 32-bit RAM • 32-bit SCSI controller on board This fast 68030 accelerator, memory upgrade and SCSI device interface board delivers uncompromising speed and performance without a high price. It can take 16Mb 32-bit RAM and is supplied with 4Mb 32-bit RAM installed along with a 68882 maths co-processor. Runs approx 11.5 times faster than a standard Amiga 1500/2000.	50MHz ACCELERATOR <ul style="list-style-type: none"> • 50MHz 68030 CPU • 68882 50MHz maths co-proc • 4Mb 32-bit RAM installed • Expands to 32Mb 32-bit RAM • 32-bit AT hard drive controller The FASTEST accelerator card and memory upgrade available from GVP. Featuring a 68030 CPU running at 50MHz, on-card memory expansion to 32Mb of 32-bit RAM and an IDE hard disk drive interface all on one card. Makes your Amiga run approx 13 times faster than a standard Amiga 1500/2000.	IMPACT II HC8 <ul style="list-style-type: none"> • Wide range of drive sizes • 52Mb and 105Mb Options • On-card 8Mb memory sockets • Uses easy to install SIMMS • Supports virtually any SCSI device This is the equivalent of the HD8+ hard drive, but for the Amiga 1500 and 2000 models. It features the same unmatched facilities and performance giving unrivalled power. With GVP's innovative custom-chip design, easy and user-friendly installation and software, the HC8 is both powerful and simple to use.	150Mb STREAMER <ul style="list-style-type: none"> • Over 6Mb per minute back-up • Inc GVP's TapeStore software • Mounts in the 5 1/4" drive bay • Optional external casing • Includes 1 DC150 cartridge This high performance media back-up tape streamer device for the Amiga, uses industry standard 150Mb DC150 cartridges. With back-up speeds in excess of 6Mb per minute, the GVP WT150 is a fast and efficient back-up method to offer peace of mind for serious users. The WT150 tape streamer requires SCSI interface such as Impact II.	IMPACT VISION 24 <ul style="list-style-type: none"> • 768 x 580 PAL resolution • Supports composite video, S-VHS and RGB signals • Broadcast quality genlock • Range of software supplied This is the very latest 24-bit Professional Video Adeptor. It features 16 million colours on screen at once, built-in genlock, flicker fixer, frame buffer, frame grabber and digital keyer. Supplied with Caligari 3D modelling and rendering software, Scala IV24 video titling software, plus Macro Paint 24-bit paint package.
£599 INC VAT Order Ref: UPG 1922	£1299 INC VAT Order Ref: UPG 1933	£1799 INC VAT Order Ref: UPG 1954	£299 INC VAT 52Mb ref: HAR 1352 £499 INC VAT 105Mb ref: HAR 1405	£749 INC VAT Order Ref: HAR 1715	£1799 INC VAT Order Ref: VID 7024

SILICA SYSTEMS OFFER YOU

- **FREE OVERNIGHT DELIVERY:** On all hardware orders shipped in the UK mainland.
- **TECHNICAL SUPPORT HELPLINE:** Team of technical experts at your service.
- **PRICE MATCH:** We normally match competitors on a "Same product - Same price" basis.
- **ESTABLISHED 12 YEARS:** Proven track record in professional computer sales.
- **BUSINESS + EDUCATION + GOVERNMENT:** Volume discounts available for large orders.
- **SHOWROOMS:** Demonstration and training facilities at our London & Sidcup branches.
- **THE FULL STOCK RANGE:** All of your requirements from one supplier.
- **FREE CATALOGUES:** Will be mailed to you with offers and software/peripheral details.
- **PAYMENT:** By cash, cheque, all major credit cards, or extended payment plan.

Before you decide when to buy your new Amiga products, we suggest you think very carefully about WHERE you buy them. Consider what it will be like a few months after you have made your purchase, when you may require additional peripherals or software, or help and advice. And, will the company you buy from contact you with details of new products? At Silica Systems, we ensure that you will have nothing to worry about. We have been established for over 12 years and, with our unrivalled experience and expertise, we can now claim to meet our customers requirements with an understanding which is second to none. But don't just take our word for it. Complete and return the coupon now for our latest Free literature and begin to experience the "Silica Systems Service".

MAIL ORDER HOTLINE
081-309 1111



MAIL ORDER:	1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX Order Lines Open: Mon-Sat 9.00am-6.00pm No Late Night Opening	Tel: 081-309 1111 Fax No: 081-308 0608
LONDON SHOP:	52 Tottenham Court Road, London, W1P 0BA Opening Hours: Mon-Sat 9.30am-6.00pm No Late Night Opening	Tel: 071-580 4000 Fax No: 071-323 4737
LONDON SHOP:	Selfridges (1st Floor), Oxford Street, London, W1A 1AB Opening Hours: Mon-Sat 9.30am-6.00pm Late Night: Thursday until 8pm	Tel: 071-629 1234 Extension: 3914
SIDCUP SHOP:	1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX Opening Hours: Mon-Sat 9.00am-6.30pm Late Night: Friday until 7pm	Tel: 081-302 8811 Fax No: 081-309 0017

To: Silica Systems, Dept AMFOR -0192-68, 1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX

PLEASE SEND ME GVP COLOUR LITERATURE

Mr/Mrs/Ms: Initials: Surname:

Address:

.....

..... Postcode:

Tel (Home): Tel (Work):

Company Name (if applicable):

Which computer(s), if any, do you own?

ADVERTISERS INDEX

1st Choice226, 236-237	Diamond Computers214-217	Matrix Software295	Sidewise Ltd267
16 Bit Centre259	Digit International29	Media Direct60-63	Silica Shop ..207, 228, 303, 285, 277
17 Bit Software256	Direct Computer Supplies274	MFI274	Siren164
Ad Energy267	Dital Market Inter. Ltd9	Microdeal12, 194, 242	Snap Computer Supplies Ltd268
Alternative Image37	Eagle Software144	Microdrive268	Soft Exchange301
Amiganuts United250	Electronic Arts10-11, 24-25, 59	Micromail202	Softmachine272
Amigaware252	EMS273	Microprose67	Software City294
Analogic289	Entertainment International19, 89, 128, 146	Miditech296	Software Expressions261
Anco Software76, 100	ESP Education267, 289	Miles Better Software275	Software Superstore210
Anglia PD258	Euro Media Distribution266	Mindscape28, 72 149, 163, 172	South Links PD250
Aquarian Public Domain251	Europress66, 273	MJC Supplies190	Spectra Video70
Ark271	Evesham Micros229-231	Naksha69	Starbyte78, 92
Ashcom220, 240	Fantasia Entertainments & Leis. .121	Natures Resources137	Strategic Plus201
Axe Direct135	FCC Distribution184	New Dimension146	Stratford Tools Ltd107
Barkman185	Fortiss PD251	Newtek Inc.308	System Three Software21, 43
BCS305	Fun Factory Promotions243	Nik Williams Broadcast209	Technomania185
Best Prices264	Gasteiner199	OceanIFC, 3, 40, 52-53, 79, 103, 111, 125, 138	Terminal Solutions146
Bitcon Devices204	Global Computing201	Office Choice252	Thalion86
BJ Printing Grapics259	Greenwich Computers267	Oxxi16	Trilogic292-293
Blit201	Gremlin74-75, 116	PAS Enterprises250	Trojan Products193
Bondwell (UK) Ltd106	Hammersoft243	PCC274	Turbosoft263
Bruce Smith Books295	Harris Computers290	PD Soft249	Ubisoft97, 107, 141, 169
Byteback254-255	Harwoods153-159, 270	Pentire PD251	United PD Federation246-247
Computer Bookshops173	Hobbyte262	Protar Ltd197	US Gold44-45, 118
Connect International37	Home Based Business267	Proton Software120	Uskvale Computer Services267
Core Design160	Instamec301	Psygnosis115, 181	Virgo Developments290
Cortex Limited282	K-RAM Computers250	RC Simulations289	Voiceline142
Crazy Joe's244	Kontax Engineering Ltd301	Reel Revolution271	Voltmace290
Crystal Computers48-49	Kosmos209	Roctec188, 224	Vortex225
Data Deal Software271	Lancastrian228	Rubysoft180	We Serve269
Datagem Ltd288	Lazersoft300	Sales Curve131	Westland Developments209
Dataplex243	LCL301	SC Marketing212	WTS Electronics258, 278
Datel Electronics174-179	LinelIBC	Selec Software273	Zeppelin Games108
Deja-Vu Software252	Manor Court Supplies298	Serve-U-Computers112-113	Zone Distribution57
Dial-a-Disk185			

**LOWEST
PRICES**

BCS CHRISTMAS OFFERS

**CDTV
£550**

★ OFFER 1 ★

Philips CM8833 Mk II + on-site maintenance + F19 Flight Sim + lead
£228

★ OFFER 2 ★

A500 1Mb + Philips CM8833 Mk II + on-site maintenance + F19 Flight Sim + lead
£528

★ OFFER 3 ★

A500 Cartoon Classic Pack + 1.5 Meg Ram, Philips CM8833 Mk II + on-site maintenance + F19 Flight Sim + lead
£605

★ OFFER 4 ★

A500 1Mb + Cumana ext. drive
£365

DISKS DISKS DISKS

100% certified error free

50 3.5" DS/DD£21.75
100 3.5" DS/DD£33.00
150 3.5" DS/DD£49.00
200 3.5" DS/DD£62.00
400 3.5" DS/DD£123.00
500 3.5" DS/DD£139.00
1000 + Call for spot prices
Prices include VAT & free delivery & free labels

New 100 capacity 3.5" lockable boxes & disks

No quibble lifetime guarantee

50 3.5" DS/DD + 100 cap lockable box...£24.50
100 3.5" DS/DD + 100 cap lockable box...£36.00
150 3.5" DS/DD + 100 cap lockable box...£52.50
200 3.5" DS/DD + 2 100 cap lockable boxes...£66.00
400 3.5" DS/DD + 4 100 cap lockable boxes...£130.00
500 3.5" DS/DD + 5 100 cap lockable boxes...£156.00
All prices include VAT & free delivery & free labels

5.25" DS/DD Disks21p each
5.25" DS/HD Disks39p each

**3.5" DS/DD Disks
60p each**

100 3.5" DS/HD£58.00

150 Cap 3.5" Posso Box£15.50
60 Cap 3.5" Stackable Box...£10.00

3.5" 10 Cap boxes£0.85 each
3.5" 40 Cap boxes£4.10 each
3.5" 100 Cap boxes£4.50 each
5.25" 50 Cap boxes£5.10 each
5.25" 100 Cap boxes£5.90 each

GENUINE SONY BULK

50 3.5" DS/DD£92
100 3.5" DS/DD£40
200 3.5" DS/DD£78
500 3.5" DS/DD£162
Price includes free labels & VAT & free delivery

PRINTERS

Star LC - 20£150
Star LC - 200 Colour£205
Star LC - 24 200 Colour£285

AMIGAS

A500 Basic Amiga£295
A500 1Mb Cartoon Pack£350
A1500 1/2Mb Cartoon Pack...£375
Class of the 90's£450
A1500£650

ACCESSORIES

Amiga Daatascan Professional£145.00
1/2Meg + Clock£29.00
Cumana Drive£58.00
Amiga Mouse£14.00
A590 Hard Drive£280.00
A590 + 2Mb Ram£370.00
1000 Labels£8.00
1000 Tractor Labels£10.00
Mouse Mat£2.50
Printer Lead£8.00
Zipstick£11.00

ORDER HOTLINE:

0273 506269 / 0831 279084

All prices include VAT. Add £4 delivery unless stated.
Add £10 next day. Cheques will be held for clearance.

Call or send cheques / postal orders to:

**BCS Ltd.,
349 Ditchling Road, Brighton,
East Sussex, BN1 6JJ**

All offers subject to availability. E&OE

Random Sample

In our not-so-grand finale this month, we take the opportunity to wish you a Merry Christmas and a Happy New Year...

Who are these people?

The guys who put together the Amiga in the first place were a pretty weird bunch. What other machine has the name of a classic punk song etched onto the circuit board? What other machine crashes with a bizarre hippy message about a Guru meditating?

Well you may be pleased to know that even though the A500 Plus is a major redesign, and despite the fact that the original Amiga crew moved on to pastures new years ago, some of the weirdness remains. Here's a few comments from the circuit diagrams of the A500 Plus...

"Memory and... well I used to remember"

From the memory map of the Revision 8 PCB

"Denise is pretty much into video"

On the video connections schematic

"Paula prefers the traditional modes"

Mouse/joystick and audio connectors

"The home of the infamous clock virus"

Tee heel Of course, it is impossible...

Refresh "feature"

Programmer joke from A501 "Cake" diagram

"A page for Perveen and Larry to use"

Who are these people, one wonders?

"Note: various components are for EMI control and may be loaded with funny things..."

Don't you just love technical jargon?

Spot the Shot 30



Yes, you've heard of spot the ball: well this is much the same, only we don't cheat. Simply identify what game this wee snippet of computer graphics is from and send the answer on

a postcard with your name and address to Spot the Shot 30 at our Bath address, to reach us by January 20th. If your correct answer is the first out of the bag, you win a fabulous Amiga Format T shirt. This month's winner was mentioned last month...

Quote of the Month 30

If you can identify who said the famous (or not so famous) words on the Contents pages of this very issue - or at least have a good guess - you could win an Amiga Format T shirt. Simply whack the answer on a postcard with your name and address and send it to Quote of the Month 30 at our Bath address, to reach us by January 20th. Issue 27's winner was Regina Roberts of Bournemouth for correctly identifying Arnie as the Terminator, while Issue 28's prize goes to Steve Butler of Kirkstall for picking out the Bonzo Dog Band's Roger Ruskin-Spear.

RocTec Genlock Plus winners

The lucky winners of a RocTec RocGen Plus worth £200 from our fabulous competition in Issue 28 are David Williams of Stanwell, Paul Nardone of Larkhall, Lanarkshire and JS Vardy of Worksop. Seven runners-up win the highly-rated RocLite disk drive each: they are Doug Kyle of High Wycombe, Andrew Ainscough of Bolton, Eddie Foreman of King's Lynn, MJ Humphrey of Basildon, Philip Oszromok of Livingston, West Lothian, Jim Curry of Blackheath and R Barnes of Southend on Sea.

Amiga Format

EDITOR Damien Noonan
ART EDITOR Marcus 'Dr' Dyson
SCREENPLAY EDITOR Trenton Webb
TECHNICAL EDITOR Pat McDonald
PRODUCTION EDITOR Gary Lord
STAFF WRITER Maff Evans
DESIGNER Frank Bartucca
EDITORIAL ASSISTANT Clare Hodgson
MANCHESTER CORRESPONDENT Asam Ahmad

CONTRIBUTORS James Leach, Neil West, Andy Hutchinson, Ben Craddock, Ed Ricketts, Robert Swann, Paul Lyons, Gary Penn, Brian Larkman, Pat Winstanley, Gary Whiteley,

ADVERTISING MANAGER Jonathan Bint
GAMES AD MANAGER 'Mr Simon Garford'
SENIOR SALES EXEC Duncan Ferguson
SENIOR SALES EXEC Tim Partridge
AD PRODUCTION Nicola Lucas
PUBLISHER Greg Ingham
PROMOTIONS MANAGER Michele Harris
AD SERVICES Tamara Ward
PRODUCTION TECHNICIANS Simon Windsor, Chris Stocker, Jerome Clough, Simon Chittenden

PHOTOGRAPHY Ashton James, John King
COLOUR ORIGINATORS Marcus and Ben, Phoenix Repro
PRINTERS Riverside Press Ltd, St Ives PLC, Gillingham
NEWS TRADE DISTRIBUTION UK Future Publishing 0225 442244
NEWS TRADE DISTRIBUTION OVERSEAS: MMC Ltd 0483 211222
CIRCULATION DIRECTOR Sue Hartley 0225 442244



Home of Britain's finest magazine.

AMIGA FORMAT

Amiga Power • Amiga Shopper
 Amstrad Action • Your Sinclair • Sega Power
 Public Domain • ST Format • Commodore Format
 PC Format • PCW Plus • PC Answers • PC Plus
 Mountain Biking U.K. • Needlecraft • Classic CD
 Cycling Plus • Photo Plus • Gerbil User

February's Amiga Format will be on sale from the 9th of January, and though it won't have two disk on the cover it will also be back to the usual price of £2.95. And it will still be something pretty special...

We're blowing the lid completely on the dark and mysterious art of games programming. There will be the first in a series on how to start programming games, with none other than the amazing Bullfrogs showing the way.

We'll also be showing you a number of easy ways to create games without programming: as well as giving a complete guide to what you get when you upgrade to Workbench 2.

DON'T MISS IT!

NEXT MONTH

Dear Newsagent,

Please reserve me a copy of the next issue of *Amiga Format*:

Amiga Format Issue 31, February 1991 - on sale Jan 9

Name

Address

To the Newsagent: *Amiga Format* is published and distributed by Future Publishing and is available from your wholesaler. Send back these coupons for entry in a free prize draw to: Annie Gronow at Future Publishing, 30 Monmouth Street, BATH BA1 2BW. Remember to include your shop, name and address.

WHY NOT MAKE QUITE SURE YOU GET YOUR AMIGA FORMAT?

There's no greater disappointment than making the trek into town to visit the newsagents, eagerly clutching your £3 for the next issue of *Amiga Format*, only to discover that the magazine has completely sold out. But it does happen.

The world's biggest-selling Amiga magazine can disappear from the shelves quicker than you would believe, however hard we try to make sure it doesn't. So what can you do about it?

Well, the intelligent course of action would be to fill in the small coupon on the left and deliver it to your local newsagent. Then you can pick up your copy of the magazine as soon as it goes on sale, in the comfortable knowledge that it's sitting there waiting for you.

Smarter still would be to see Page 238 right this minute, to find out how a subscription can make your life easier and get you a free piece of software into the bargain!

LINEL

LINEL

PRESENTS

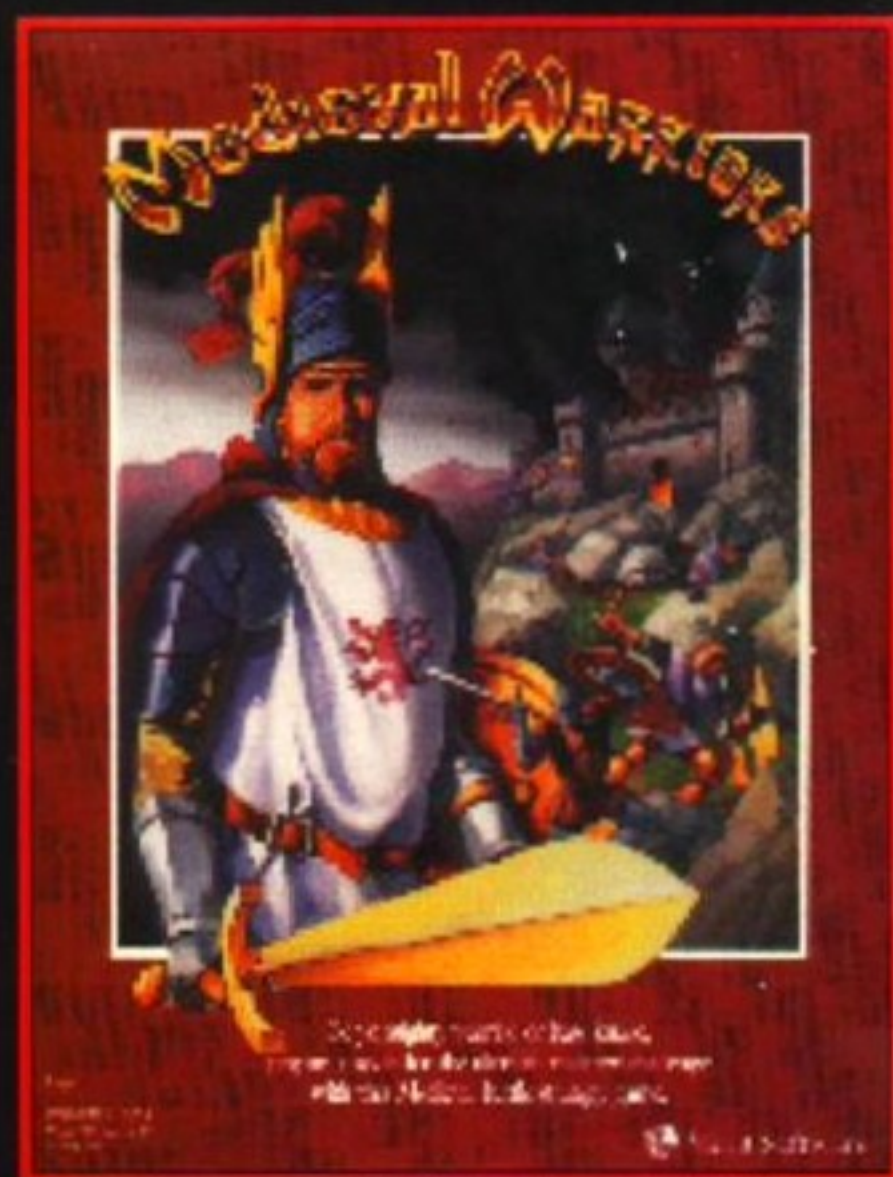


THE NEVERENDING STORY II

Join Bastian through an all new adventure in Phantasia on the wings of your imagination.

With six different arcade sequences this is surely a guarantee for uncountable hours of entertainment.

Available for PC (VGA, EGA, CGA, Tandy and Hercules supporting Adlib Sound), Amiga and C64.

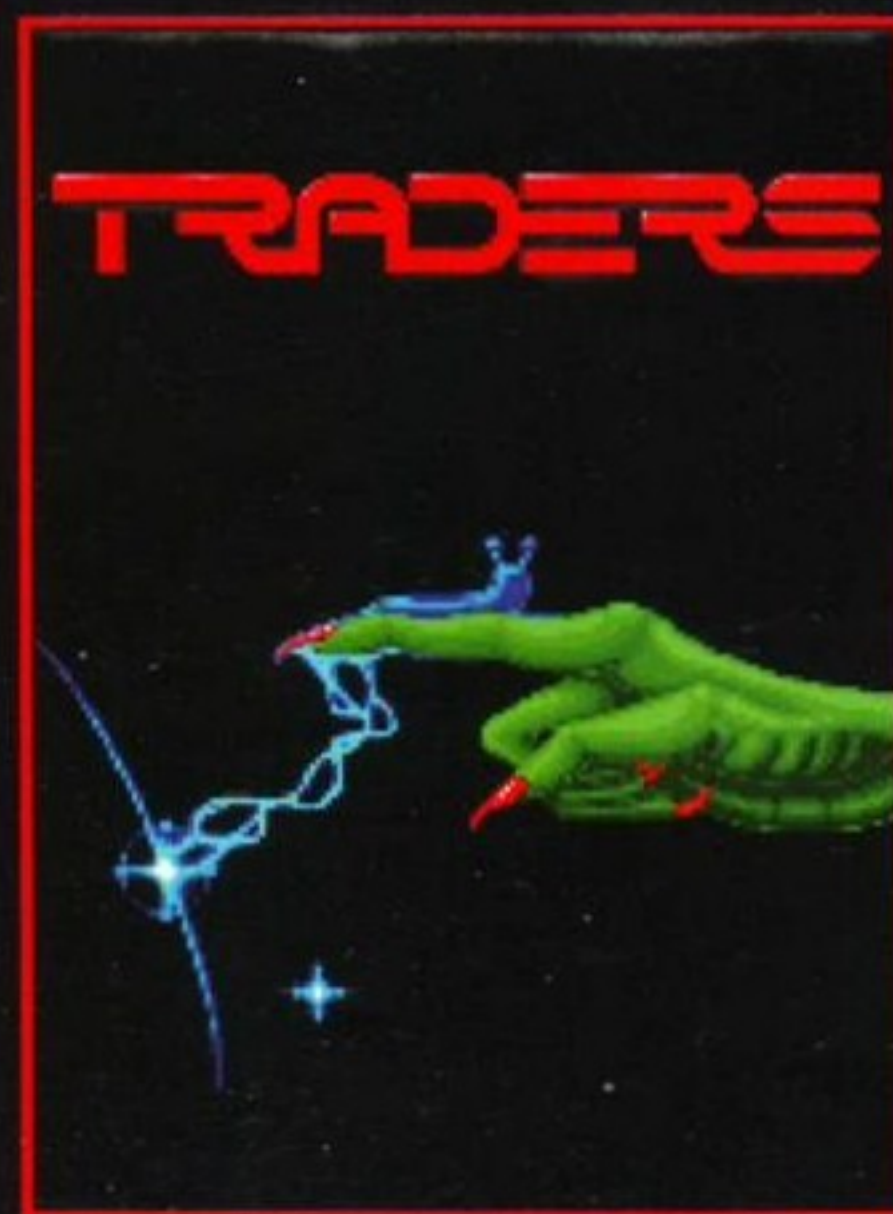


MEDIEVAL WARRIORS

Art thou a mighty Warrior or a basic knave? Put thy military skills to the test with this challenging medieval battle strategy game.

Each army is comprised of twelve animated warriors which move and fight upon thy command with bow, knife, axe and sword. Thou may pit thy military skills against those of thy computer or, if it is thy preference, thou may play against another human player, either on a single computer or over thy telephone with two computers equipped with modems.

Available for Amiga and PC Compatibles



TRADERS

A new world of strategy will capture you soon. The mix between strategy and action will also addict you for a long time. Send a prepaid envelope together with £1.- for a demodisk (only Amiga and Atari ST).

Available for Amiga, Atari ST and from December also for PC compatibles.

LINEL

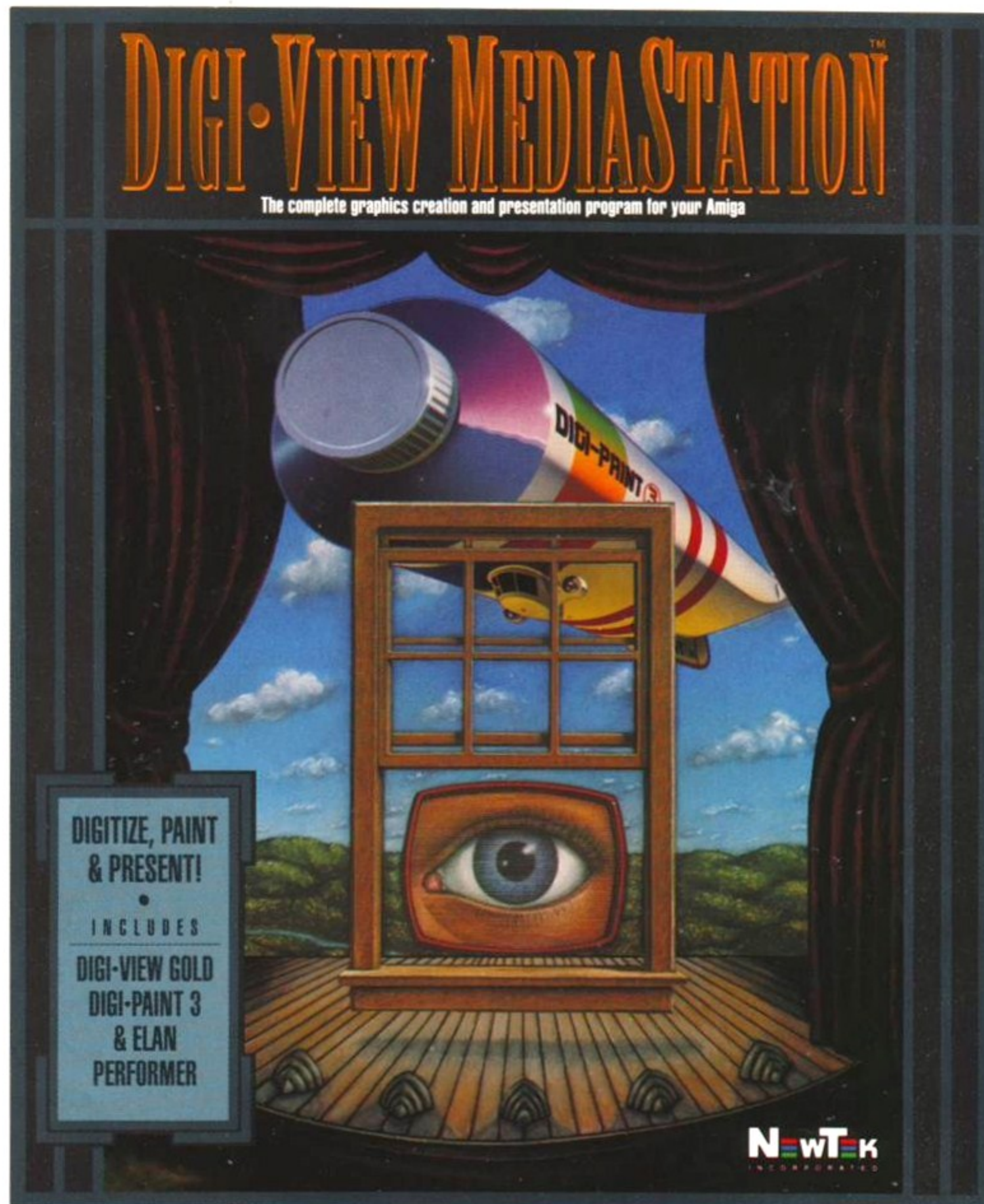
"Southways"
Suite 1

111, Station Road
Lower Stondon
Beds SG16 6JP

Tel.: 0462 851007

Fax.: 0462 851898

NEW FROM NEWTEK!

The graphic features a window with a wooden frame and a large eye on the lower pane. A paintbrush with 'DIGI-PAINT 3' written on it is positioned as if painting the eye. The scene is framed by dark curtains. The title 'DIGI-VIEW MEDIASTATION' is at the top in a stylized orange font, with the tagline 'The complete graphics creation and presentation program for your Amiga' below it. A blue box on the left lists the included software. The NewTek logo is in the bottom right corner.

DIGI-VIEW MEDIASTATION™
The complete graphics creation and presentation program for your Amiga

**DIGITIZE, PAINT
& PRESENT!**
•
INCLUDES
DIGI-VIEW GOLD
DIGI-PAINT 3
& ELAN
PERFORMER

NewTek
INCORPORATED

Digi-View MediaStation gives you the three tools you need to use your Amiga to its fullest

DIGITIZE - Bring the world into your Amiga with Digi-View, the best-selling, most award-winning Amiga peripheral of all time. Amiga World Magazine says "the best value in Amiga digitizers and delivers the best images". Just point your camera and in seconds Digi-View will capture images with brilliant colour and stunning clarity. Whether you're creating graphics for video, desktop publishing, presentations, or just for fun, Digi-View is simply the best.

PAINT - NewTek pioneered the 4096 colour HAM mode back in 1985, and since then no other program has come close to matching its amazing power. This all-new version, Digi-Paint 3, is the fastest, cleanest, most powerful HAM paint program ever created. As Amiga World Magazine says, "If you are really serious about owning only one paint program, we would have to recommend Digi-Paint 3".

PRESENT - Elan Performer 2.0 makes slideshows and interactive presentations a snap, just click the mouse to assign pictures or animations to your keyboard. Performer will automatically sequence the images with precise timing, or you can tap a key to bring your images up instantly with this high-performance presentation tool. AmigaWorld Magazine calls Elan Performer "the finest display tool to date for the Amiga artist."

NewTek
INCORPORATED

For more information contact your local Amiga dealer. Dealer enquiries contact SDL Distribution at 81-309-5000

Digi-view Gold, Digi-Paint 3, Dynamic HiRes are trademarks of NewTek, Inc. HiRes requires 2 megs of RAM. Amiga is a trademark of Commodore Amiga, Inc. Elan Performer is a trademark of Elan Design. © NewTek, Inc. 1991

SPECIAL SUBSCRIPTION OFFER

14 issues for the price of 12

Subscribe to AMIGA FORMAT and get these benefits for yourself . . .

- Guarantee your copy every month
- Get it delivered free of charge
- Protect yourself against inflation
- Get two extra issues absolutely free!

**Get your next
14 issues for just
£2.52 each – that's a
saving of 43p an
issue!**

**Return this card
immediately or call
our credit card hotline**

0458 74011

REMEMBER!
At various times throughout the year we produce bumper issues that retail at £3.95. So by subscribing, you will actually save money on these as well as getting two extra issues free!

Please deliver 14 issues of Amiga Format for less than the price I usually pay for 12

UK £35.40 EUROPE £64.20 REST OF WORLD £94.45

- To ensure that your magazine and disk arrive quickly and undamaged, all overseas subscriptions are sent Airmail. These costs are included in the above prices.
- **Your no risk guarantee: You may cancel your subscription at any time and we will refund you for any unmailed issues**

Name _____

Tel No. _____

Address _____

_____ Post Code _____

METHOD OF PAYMENT

Access Card No

Visa Exp. date

Cheque Make cheques payable to Future Publishing Ltd and send with this card in an envelope to the following address (no stamp needed):

**Amiga Format Subscriptions,
FREEPOST,
Somerton, Somerset, TA11 7BR.**

Signature _____

Date _____

AF/SC/0192/14

Note this offer expires on January 31st 1992

SPECIAL SUBSCRIPTION OFFER